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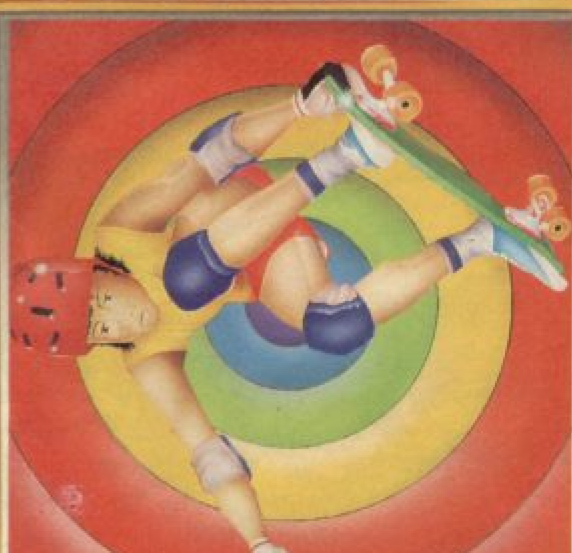
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SOFTWARE

Mega Compo/ 24 Readers Poll

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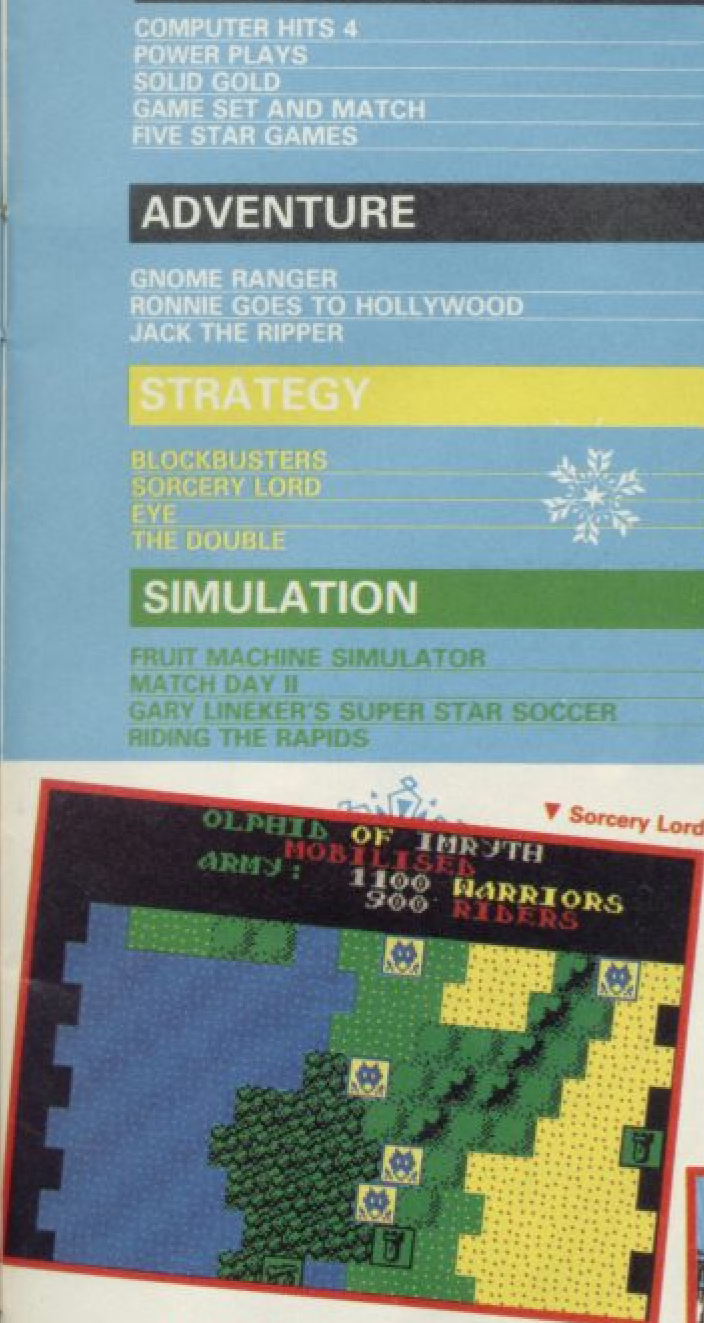


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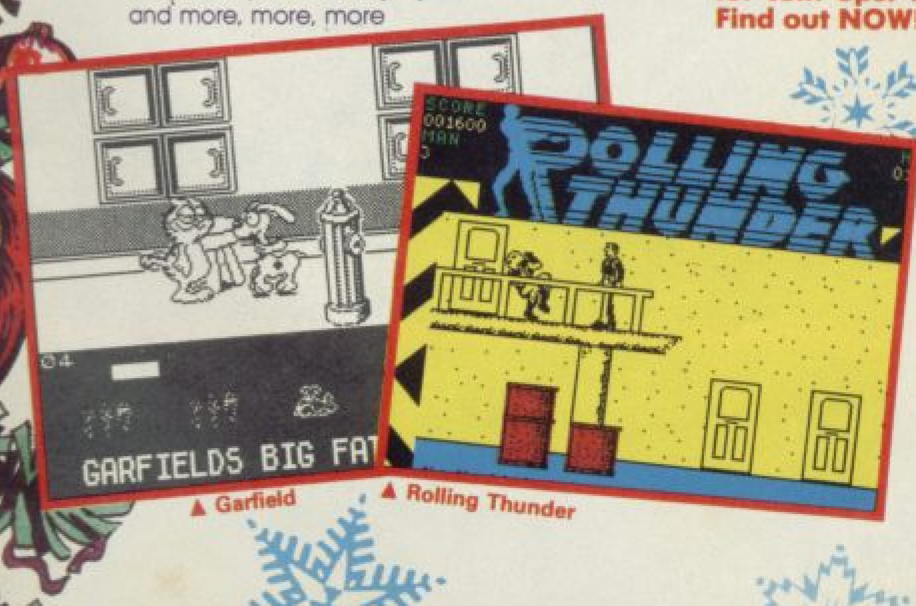


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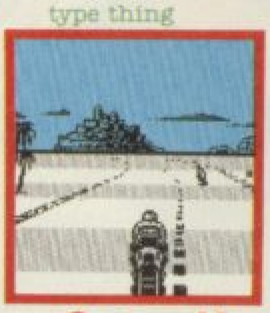
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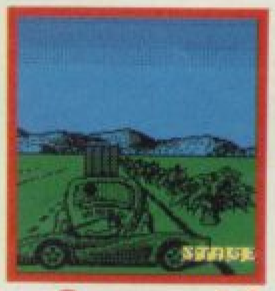


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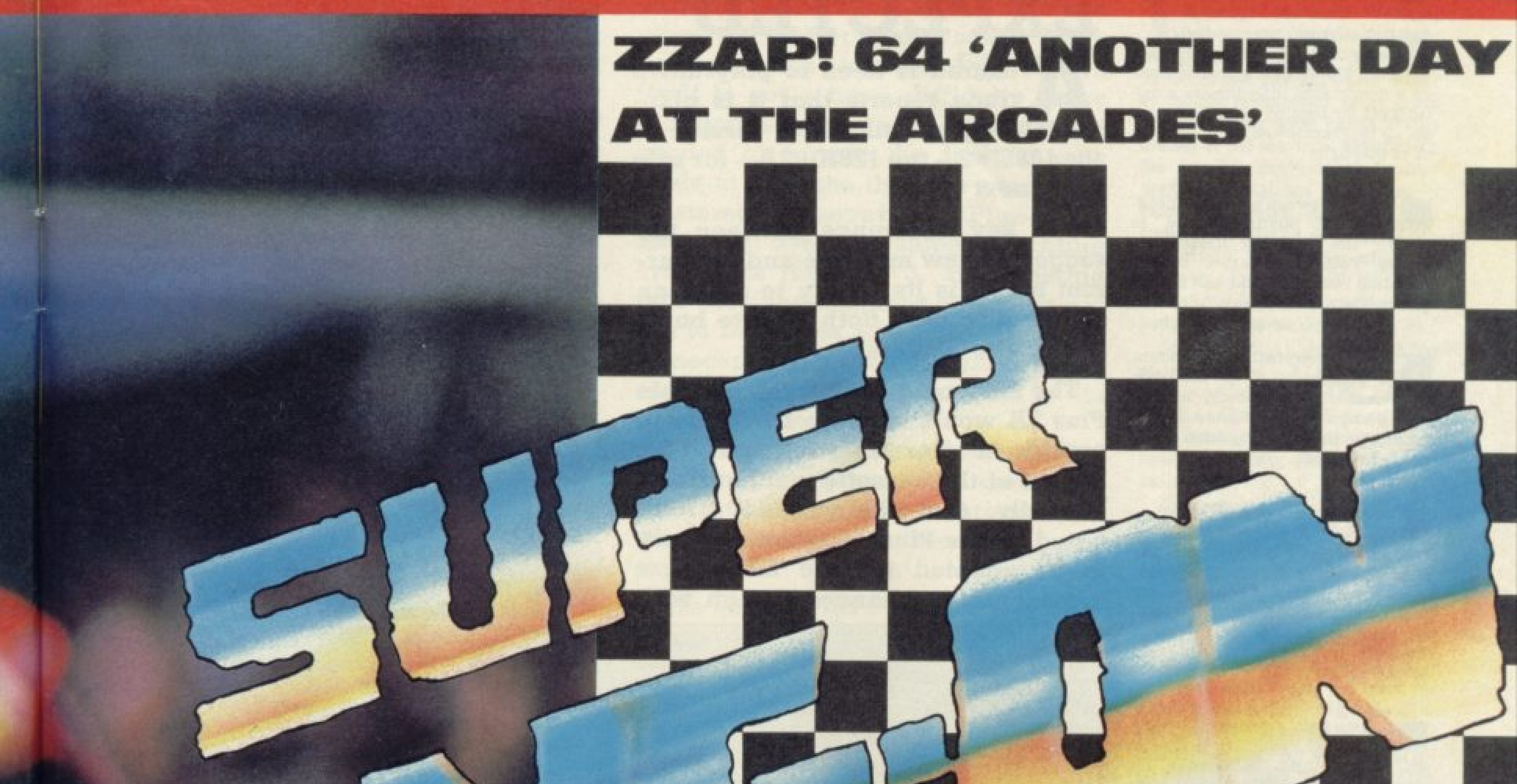
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ELECTRIC DREAMS SOFTWARE

UNDER RAPS!

Cybadyne, heroic programmers of the Classic-rated **Xecutor** from The Edge are now at work on a mysterious little program called **Yeti** for Destiny – the new label set up by Francis Lee, ex of Beyond, ex of Starlight ...

One of Hewson's newest programmers, Simon Wellard, is putting the finishing touches to **Battle Valley,** a rather swizzy sounding war-game, due out in early New Year on the Rack-It label

Fans of **Greyfell** will no doubt be pleased to hear that the programmer Nick Eatock, is preparing a new game. **Teladon** will be out on the new Destiny label, later in the New Year

Virgin's in house code stars are planning a sequel to **Action Force** in the New Year. So far it has no title, **Action Force II,** perchance? Most likely it'll be written by Link Tomlin and Martin Wheeler – the original **Action Force** programmers, 'cos they did such a great job last time ...

A team from Arcenum Developments led by Robert McGowan will soon finish **Marauder** for Hewson, to be sold on the full price label. Due out in very very early 1988

Steve Turner of **Graftgold** fame is putting the finishing touches to **Morpheus** and **Magnetron.** Due for release in the New Year, both titles were the subject of a legal battle between Firebird and Hewson, both of whom thought they had publishing rights to the game. As **Graftgold** is now working full time for Firebird rather than Hewson, the decision was taken that both will now be released on the Firebird label

Newsdate: January

Whod

NEW PLUS 2 EXPECTED

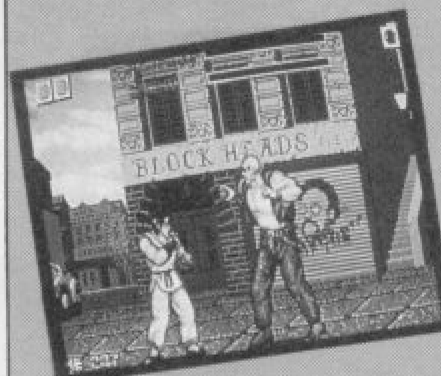
Amstrad is keen to play down trade reports that it is planning an enhanced version of the 128K+2 – the 128K+2A – for sale early next year.

The key difference between the suggested new machine and the current model is its ability to drive an add-on disc unit. Both feature built-in cassette players.

The reasoning behind the possible Plus 2A would seem to be firstly to provide a disc up-grade path for buyers of the cassette machine, and secondly, that the printed circuit board for the Plus 3 – which is likely to be adapted for the 2A – is a considerably enhanced design with fewer chips, and is therefore much cheaper to manufacture – conceivably paving the way for a further price reduction next year.

The 2A model would be Amstrad's answer to criticism, when it launched the Plus 3 disc-version Spectrum model earlier this year, that by the design of the disc operating system it wasn't possible for existing 128K owners to up-grade by adding a separate disc unit.





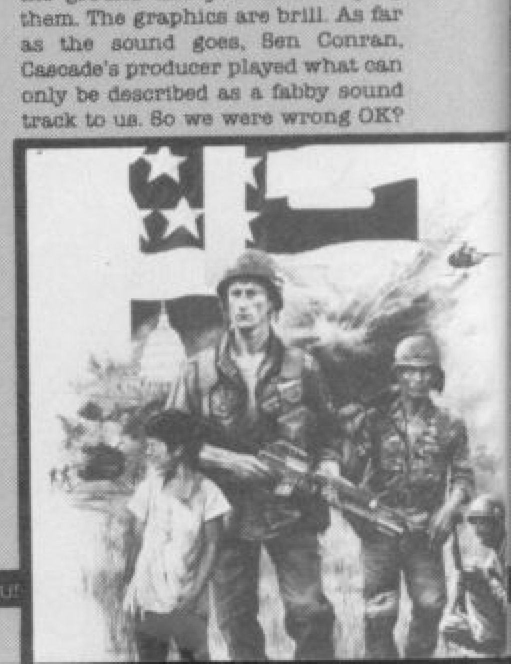
Go!, the swizzy new US Gold spin-off label, was most pleased to announce recently that it had bought the rights to three Capcom coin-ops, **Side Arms, Bionic Commandos** and **Speed Rumblers.** Now Go! has just managed to tie the coin-op giant Capcom to a deal which will result in ten new conversions over the next 18 months, a deal which Go! estimates to be worth some £2 million. Go! is promising us that four games, **Tiger Road, Black Tigers, Street Fighter** and **1943** will be ready by mid-1988. The other six titles, as yet unnamed, will be ready in about eighteen months' time. **Tiger Road** and **Black Tigers** are those sort of martial arts, combat games that involve lone hero(es) fighting against the odds to defeat the evil old man, determined to take over the world. Lots of punching, kicking and large monsters at the end of the first level. **Street Fighting,** again, involves two young men who are taking on all-comers in the middle of the street (some people have no manners). It's a martial arts game too (this is getting a touch too repetitive methinks), and the idea is to defeat ten different competitors over three rounds each

Here's a bit of interesting news. Argus Press Software has been bought up by its MD. It's still going to produce the same sort of games for the same price. Confused? So bongo! Argus Press Software becomes Grand Slam Entertainments and the Argus games **Pacland, Terramex** (previewed this ish) and **Hunt for Red October** will now be coming out on the new label - their release dates will be unaffected by the takeover. All this isn't quite as uninteresting as it seems. Grand Slam has got a number of new projects lined up for the New Year. There's **Flintstones** game, and a tie-in with the old FA – so expect some footy action soon.



The Darlings, the crack programming brothers behind Code Masters, are really going for the old publicity. In order to promote its new Code Masters Plus range, they're going to be making a personal appearance at the HMV shop in Oxford Street on the 7th January. At about 5.30 pm, hordes of screaming Code Masters fans will be treated to the sight of their idols busily signing inlay cards and generally being good guys. The new Plus range of games will cost £4.99, and include a poster, stickers, and two cassettes, one containing a standard version of the game, one containing an advanced, superior version for advanced, superior people. First out on the new label will be the exceptional **Jet Bike Simulator,** and the equally exceptional **Super BMX Simulator**

Oo-er. Hush our collective mouth and slap our wrist. Having been thoroughly scathing about Cascade's up-coming release, **19,** a couple of months ago, it turns out that it isn't the hopeless hotchpotch of naff music and emotive (though badly drawn) graphics that we suspected. The game will come in at least three stages, the first being **19 Part 1 – Bootcamp** where you'll have to learn how to cope with things like swinging over assault courses and going on the firing range. Yes, it does sound like **Combat School,** doesn't it, but from what we've seen it looks better. One innovative twist is that you will be able to try to dodge the draught. Cascade is currently planning a sub-game where you wander around the streets of San Francisco, tumbling toward the underworld and avoiding the FBI. Apparently Cascade has been told that the game should strongly put across the message that war is wrong etc by the record company from whom it bought the licence. The most impressive section so far is the shooting range, where you look down a telescopic sight toward a row of trees. As you pan left and right, up and down, targets will pop out of the ground and you have to plug them. The graphics are brill. As far as the sound goes, Sen Conran, Cascade's producer played what can only be described as a fabby sound track to us. So we were wrong OK?



unwot Newsdate: January

Now it seems Amstrad is keen to rectify this short coming but via a downwards compatibility path.

If Amstrad does press ahead with any 128K+2A style machine it is almost certain that exisiting 128K owners still won't be offered a disc up-grade path. Only purchasers of the new machine would then be given that option.

The rumours of the 2A raise a problem for software buyers. Because of changes made to the operating system of the Plus 3, an unspecified number of existing titles do not perform to their full spec – in some cases the three-channel sound track corrupts – see story last SU. This in itself is not a huge difficulty since the simple corrections to the code needed to correct the fault can be made at the time the disc version is mastered. However, any Plus 2A is likely to use the same operating system as the Plus 3, and existing tape versions of games may then not run to their best advantage. It could be necessary, if the problem is widespread, to label software as to its Plus 2A/3 compatibility.

An Amstrad spokesperson said of the Plus 2A reports, "We generally don't give out any information about new products until they are launched."■



◀ The current Plus 2 – on it's way out?



● A couple of late arrivals from Gremlin Graphics came steaming into the office, just missing *Preview* by the skin of their collective teeth. First off is a snippet about **Blood Valley,** which we've mentioned before on this page. Although **Blood Valley** was to be released in November, technical hitches have put the launch back to the New Year. **Blood Valley** is based on a series of interactive books, so presumably it's going to be a pretty interactive game. From the screen shot, it appears to be set in a jungle, and there could be a bit of a fight going on, don't you think. Second, there's a game that Gremlin has sprung on us, and it's called **Northstar.** Looking (ooh, sharp in-take of breath) a tad like the famous **Exolon, Northstar** is a game about a space complex overrun with alien hordes

● Wooh! More discs! We should change this feature to *Whodondisc* really, shouldn't we? Software Publishing Associates' alternative label Pirate is offering three very tasteful games as a compilation on disc. **Smash Out, Holiday in Sumaria** and the delicate **Call Me Psycho** are all being released under the collective title of **Three Great Games for the Spectrum +3.** A trifle unwieldly as a title perhaps, but none the less a nice idea

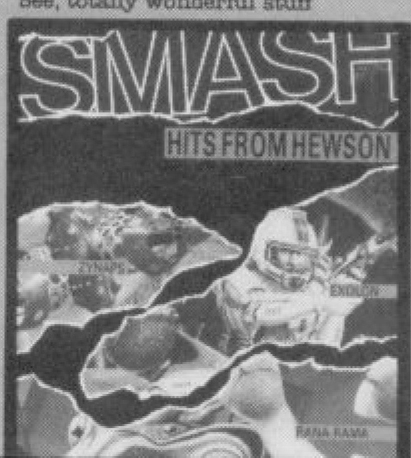
● Nuclear winter rears its ugly head once more. Far away in a distant dimension, the awesome Moon Citadels were circling the galaxy. Containing vast amounts of nuclear power, the citadels have to be shut down, but one, Galileo, was determined to survive. Agent Norman had been sent into battle to shut down the ten energy towers and render the Citadel harmless. Sounds awesome doesn't it? Another winner from Hewson's Rack-It label? Sadly not yet. Hewson has put back the launch of **Overkill** for some time, and as yet there is no new date to look forward to. Shame, it was such a nice plot

● Reptile Industries' moderately enormous project for Software Projects, preliminarilly called **Anaconda,** is making progress, it's got nearly all the elements of every shoot-out ever invented. For a kick-off, you find yourself wandering around a top-bottom scrolling maze being attacked by the bad guys. It's all a bit like those **Combat Zone** style games where grown men and women run around in the woods shooting each other with paint pellets. A second stage will include a side-on view of your craft shooting through space, facing all the nasties, and a third has you back to a plan view, though this time in a space-ship, skimming the surface. There's a seriously good two-player option, too, with the choice of either co-operating or competing with each other

● Mastertronic, as well as having more labels than a dalmatian has spots, is now in the market for producing rather swizzy joysticks. The Magnum, new and very smart multi-coloured offering, is a hand-held affair which boasts the smoothest playing action around, not to mention ergonomic design, which apparently gives you perfect joystick balance, no more tilting to one side while you're firing at the alien hordes. Also, for no good reason, other than it's more than everyone else gives you, the Magnum comes complete with six feet of cable. Selling for around £12.50, this could be the joystick that changes you life. Then again . . .

● Nexus – of **Micronaut 1** and **Hades Nebula** fame – has gone into voluntary liquidation. So it's now not clear what happens to Pete Cooke's **Micronaut** follow-up **Earthlight** and Bo **'Fairlight'** Jangeborg's new game **Resolution**

● Compilations (again). This time without a hint of disc-ness in sight. Hewson is putting out a compilation that's so good it'll probably rot yer socks. For the splendiferous price of £9.95 (or £14.95 disc, OK so I lied, there is a *bit* of disc-ness about the thing) you can be the proud owner of a tape (or disc) containing **Exolon** (superlative blast of the year), **Zynaps** (splendiferous shoot 'em up), **Ranarama** (quite good in actual fact) and **Uridium Plus** (suitably jazzed up version of the original). See, totally wonderful stuff



TWTMTW
THAT WAS THE MONTH THAT WAS

There's an exciting new trend in budget software. Previous full-price chart hits are now being bought up by firms like Ricochet and put out again either as budget re-releases or as parts of some really good compilations around at the moment. Rather like the omnibus editions of *Eastenders,* compilations give you a chance to catch up on all the games you missed at a price you can afford. Beau Jolly has been doing this for years with its Computer Hits tapes, but now everybody seems to be doing it.

So successful have some of the re-issues been – like Back to the Future which reached No 2 in the charts – that the full-price software houses' back catalogues are now worth quite chunky sums of cash.

Mastertronic has just followed Firebird in paying a six-figure sum for the rights of a heap of oldish Activision titles – including Ghostbusters, Eidolon and Aliens.

This all really good. Rather like hardback and paperback books, if you don't want to pay full price for a game – a tenner or whatever – you can now be pretty sure that if you wait around for six months it'l be released again at a fifth of the price.

But, even so, if you *must* have a game as soon as possible you can, but you have to pay for the privilege.

The result is there are some great games coming out either as budget £1.99ers or as part of some excellent compilation tapes now in the shops – just check out Kamikazi's pick of the compilations on p27, this SU, to see what we mean.

Good news for software buyers everywhere, I'd have thought■

SU 'SPOT THE DIFFERENCE' APOLOGY

Look at the two copies of last month's SU. Can you see any difference? Some of you certainly did and, not unreasonably, were a bit confused. It seems a small number of Sinclair Users got the Everybody Wins wrap around card on this month's issue last month (as well as this month). You will have noiticed that last month's issue did not, in fact, have the Everybody Wins mega compo in it.

The astounding Everybody Wins compo is in this month's issue.

We apologise for the anybody who got a copy of SU and was confused by having the wrong cover flap. We were pretty confused ourselves■

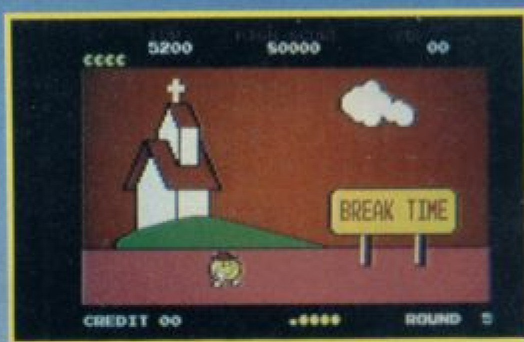
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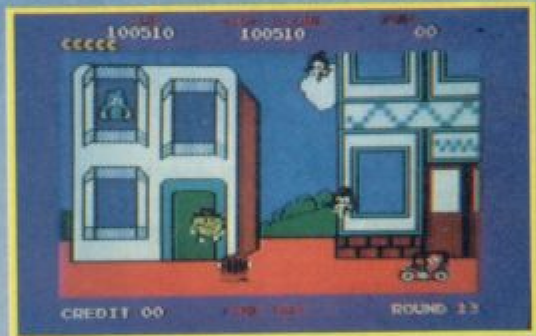
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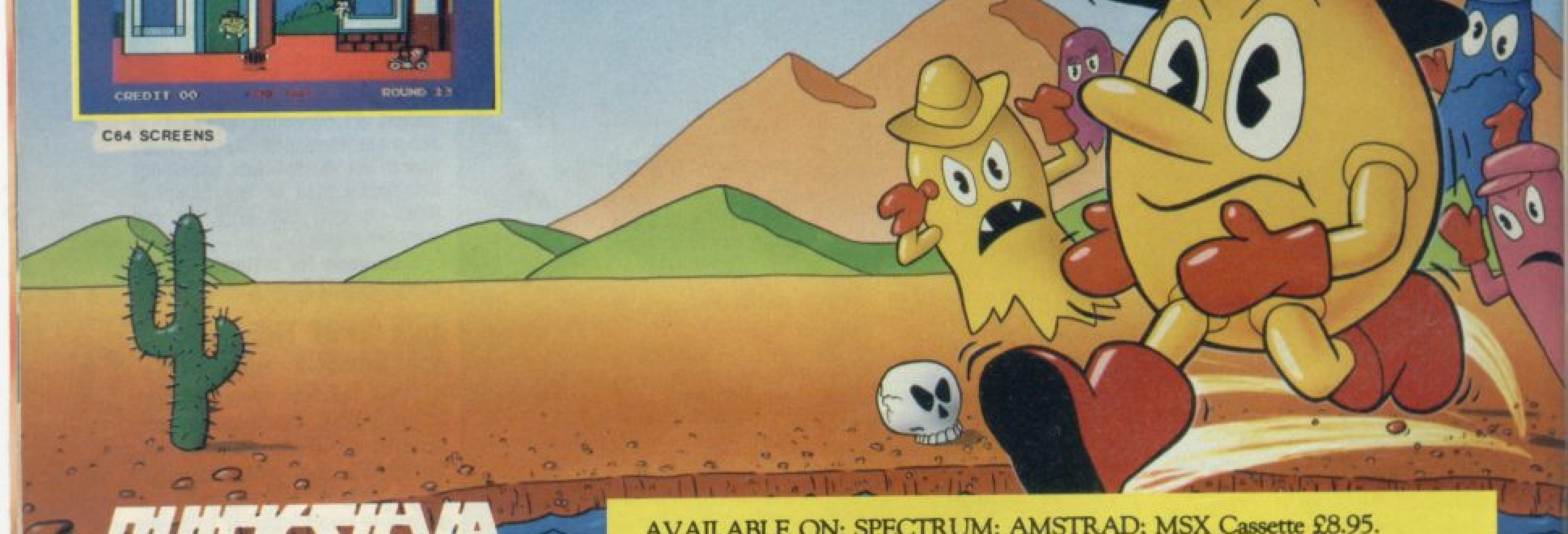


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JON RIGLAR'S ZAP CHAT



Christmas just wouldn't be the same without them. We're not talking about your new pair of green socks complete with ochre triangles down the outside edges. Nor would we even mention the unsniggerworthy snippets of humour that are let rip by your grandmother just when the exciting bit was about begin in the special Xmas omnibus version of *Eastenders*. No way Josè.

We're talking about the pretty darn swank tips appearing in this month's *Zapchat*. Not only that – you also get the chance to swoon over the host with the nattiest suits, the oiliest charm and the most celebrated hair style to appear in the pages of any magazine. Mr Jon 'Excuse me Mandy, but is that sausage roll warm?' Riglar. How jolly splendid

This first set of tips is a trifle annoying. They were sent in by Simon Trewis and concern Novagen's chortlesome

Mercenary

Yup! This is the game that took ages to program and takes ages to play. Well, it's a long story but after around twelve loads my copy stopped. Loading that is. Just like that. No warning. I ask you. It kinda went 'phut' and 'badoom' so I have absolutely no chance of checking these tips. Never mind, here goes:

HOW TO GET LOTS OF MONEY – APART FROM INVESTING IN STOCKS AND SHARES

a) Take the large box and deliver it to the Palyor steps. Yum.

b) Grab hold of the medical supplies and zoom off to the Palyar infirmary.

c) Throw the energy crystal into a large sack and waltz over to the Palyar Power Room.

d) Take the catering provisions to the Palyar kitchen.

e) Take 12439 to the Palyar conference room. (Oh gawd, don't remind ME about conferences!)

f) Take the mechanical leader (whatever that may be) to the interview room.

g) Get your mittens around the nearestr piece of useful armoury and flog it to the people in the, er, armoury actually.

h) Take the gold bar to the exchequer.

i) The Neutron fuel can be flogged to the people in the Engine Room.

Yet another dollop of charmingly tinkly whimsy from out friends at Imagine.

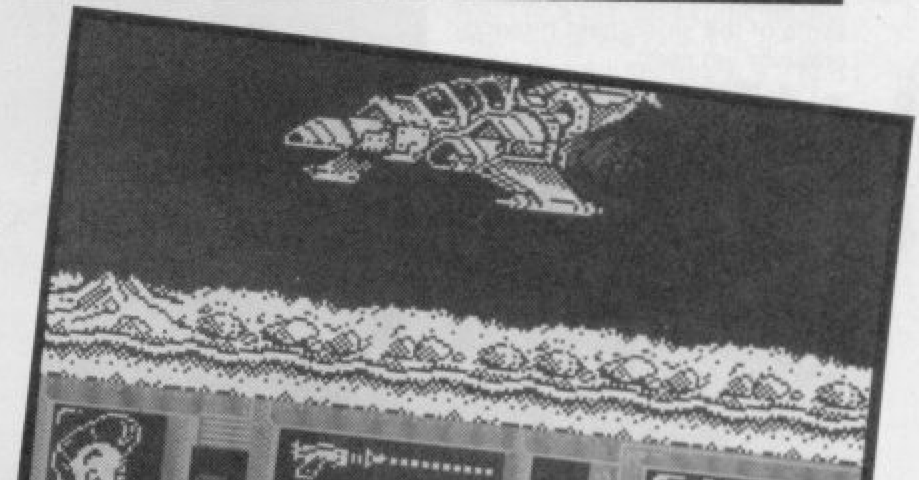
Freddy Hardest

is the sort of swoonsome hero who is guaranteed to set a thousand and one girlies' hearts a-fluttering.

Old Fred has first of all to dash along a platform which srangely enough is flat and goes from left to right. This makes Part 1 pretty boring. But! Part 2 is pretty ruddy triff and so we'll just give part one a quick mention.

PART 1 This level is really long. Make sure you keep Freddy on the move and only stop when approached by an alien. The first alien forms you're likely to encounter are the ones that look strangely like potatoes. Also watch out for the low flying alien that tries its best to smash yer 'ead in. So, it's simply a matter of ducking and blasting. Then you come across a hole in the floor. Leap across it and it should present no problem unless a head smasher decides to appear. Later on in the game you'll encounter a dirty great gap with an oscillating platform in the middle – wait until the screen of alien types and then make a humungous running jump. Remember that the long you hold the 'up' key, the long the jump will be.

And so the game continues. You may notice at this point that the alien life forms suddenly change into ants. And nasty ones at that. Generally they should be no more difficult than before but they do tend to leap into the air when they get excited. The next



problem you'll encounter is another hole in the ground. Just make sure that you check for any flying ants before having a leap. Further on and you may even spot a snake. Apart from being a rather swank graphic, they don't get up to many antics. A blast from your laser and that's about that. Large anthills are even more fun. They appear right at the end of the game and ants tend to jump out of them. They're pretty easy to get past - just watch out for the bubble appearing from the top of the mound and then dash underneath it. Easy. At the very, very end of the level, you'll notice the entrance to the inside of the planet. Old frolicsome-fringe will have to leap into the hole to gain the access code to the next level.

And, of course, I've completed the level without cheating and can tell you that the access code is 897653. Good eh?

PART 2 Part 2 is brilliant. Actually it's awfully similar to **V** released by Ocean yonks ago. It's a case of running left and right searching frantically for the fuel pods and then dumping them into the correct, er, 'dump'. There are five ships and therefore five fuel pods. The graphics are well wicked, the way the lifts go up and down is really spondi-tious, but then, this *is* fabness itself.

How to play it then. If you don't want to cheat, then this level is really hard. There are thousands of excitable chums that will take a running jump

READER'S JOLLY FESTIVE BIG FIVE

"Your mag is brilliant and here is my chart," writes Steven 'I could do with a tenner' Macleod. It always works you know

1) Green Beret	Imagine
2) Exolon	Hewson
3) Enduro Racer	Activision
4) Lightforce	FTL
5) Rambo	Ocean

Our old chump Steven would also like to point out that the (cought) cruddiest game released in the whole universe is **Paperboy** by Elite. The playing screen is simply too small thank you very much. And he daren't even consider mentioning the fact that there's no colour to speak of. It's a disgrace! Call out the Algernon Pantyhose Supporters' Society from Peckham!! storm the . . . (Schhhhnipppp!! That's enough of that thank you very much – Ed)

SUPER HANG ON

Everybody, but everybody, thinks that **Outrun** will be the Christmas biggy. They are probably right. But if there is any justice and common sense **Super Hang On** is the game that ought to be at the top of everyone's Dear Santa list.

There have been a fair few attempts at racing games on the Spectrum, both cars and bikes, and the best have been tolerably good.

Super Hang On wipes the floor with all those previous games – it goes beyond even **Enduro Racer** in its achievements.

Almost all racing games work the same way. The bike or car sits in the middle of the road which disappears into the mid-horizon. The illusion of speed is achieved by road-side objects which scroll past and the way the road twists and turns.

The technique remains the same here but it's realised better than ever before. The bike is big and not just single coloured. The sense of movement is achieved with some of the smoothest moving graphics yet seen.

The detail is superb – watch the way the bike exhaust flames red when you engage the turbo boost (a bit like the Batmobile actually).

Even the great graphics don't fully explain the sheer wonderfulness of the game. That's down to something more subtle – the bike response – the way you can control the bike precisely through each curve. Like **Revs** on the Beeb, the game really 'feels' authentic.

Super Hang-On is also vast. Around six stages on each of four continents. Each continent requires a separate Load and each features distinctive graphics.

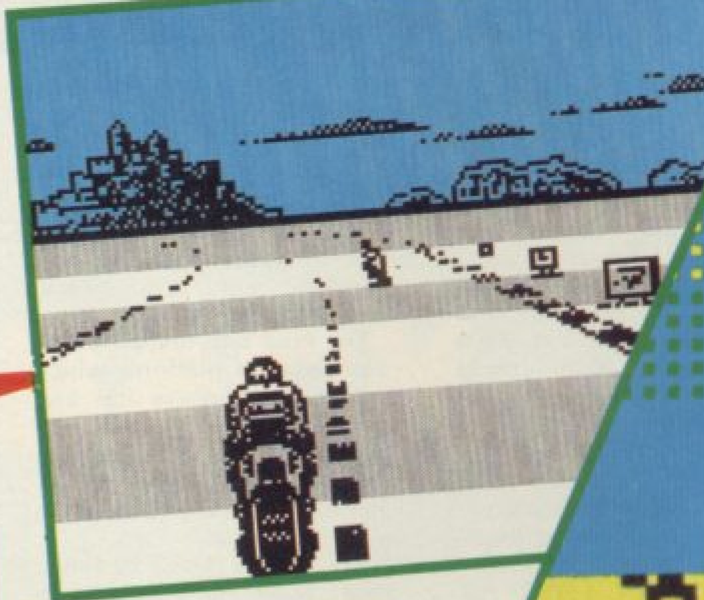
You can play the game and finish the first stage of the first continent fairly easily. This is encouraging for those who give up easily, like me. The problem is that it soon becomes extremely difficult to get any further – you are always under a very tight time limit to reach each gate and it was ages before I managed to get as far as the second one.

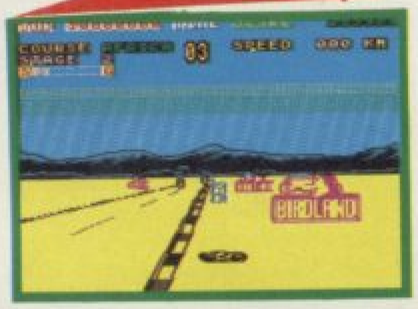
The faster you hit each gate point the bigger your time bonus. And to keep going and to get through all the gates in a country you'll have to drive like the clappers, never hit another bike (a serious slow-up) and never come off the track which at the very least loses you a few seconds.

Electric Dreams has pulled out all the stops on this one. You can even adjust the sensitivity of the joystick response – more is good for weaving in between other bikes but less is generally safer and easier for beginners.

There's a lot of track to get around and the feel is very true to the original game. It feels fab, it's exciting to play and is easily the best road race game on the Spectrum bar none – and that includes **Outrun** and **Enduro Racer** ■

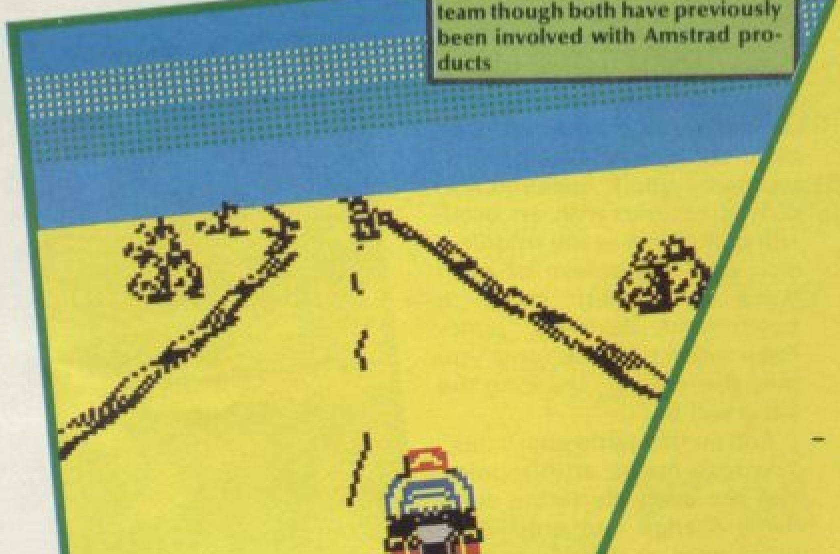
SINCLAIR USER CLASSIC

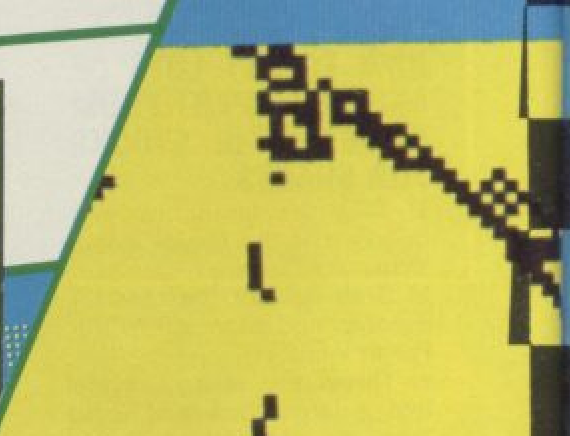




PROGRAMMERS

Super Hang-On is the work of the very mysterious ZZKJ – programmer at Kent University – and the very nearly as mysterious Chris Wood. Additional graphics were by Focus a graphics company run by Mark Eyles. This is the first Spectrum title from the ZZKJ/Woods team though both have previously been involved with Amstrad products





FACTS BOX

An absolutely superb conversion of the coin-op. Looks great and it's exciting to play. This is the definitive road race

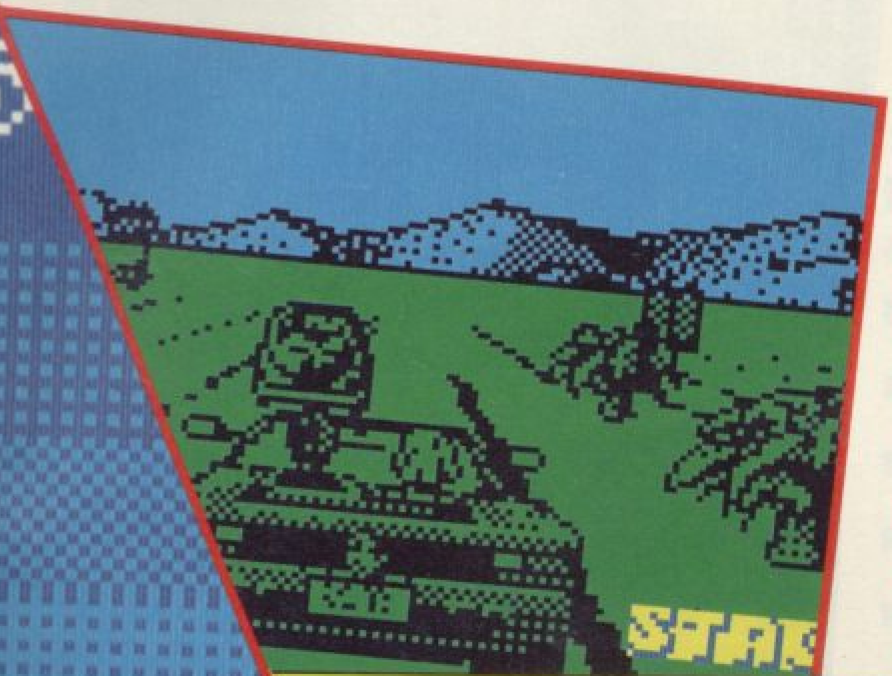
SUPER HANG-ON
Label: Electric Dreams
Author: Chris Wood, ZZKJ
Price: £9.99
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★★★★★★★★ 10

SOFTWARE STAR RATINGS

★	Avoid this game under all circumstances
★★	Poor and/or massively overpriced
★★★	Dull and uninteresting, if not actually awful
★★★★	Fairly average. Nothing to get excited about
★★★★★	OK but nothing special



OUTRUN

STRATEGY SIMULATION REVIEW

Hugely ambitious tasks that never quite came off:

- Raising the Titanic
- Crossing the Atlantic really fast in a speedboat
- Going out in not entirely blistering heat in the Antarctic when your name is Scott
- **Outrun?** Well, though it's by no means a disaster, one feels that US Gold may have over-stretched its programmers a little on this one.

Outrun in the arcades came in a number of forms. There was the ultimate version which jerked around in a hydraulic fashion as you sat in it, and various in/betweenies until you got down to the bog-standard cabinet version. It's main appeal, at least in the novelty stakes, was the way it lurched and bucked at every corner and dip in the road. OK, for a kick-off you have to scratch 30% of Overall Greatness – you're not going to get that on your Spectrum.

So what's left? Another 3D road-race? Well, not exactly. **Outrun** sits you in a Ferrari Testarossa – a shiny red slab capable of 185 mph, on an American interstate heading into an unspecified horizon. The road curves left and right in usual 3D fashion. And it also dips and rises very nicely.

Simply creating the style of graphics used in the coin-op on the Spectrum is clearly impossible, and moving them at the sort of speed necessary to give a feeling of exhilaration is asking for miracles.

All that considered, Probe – the programmers – hasn't done too badly. Your car is recognisable as a Ferrari, you can identify the other vehicles and the road twists and turns and rises and falls.

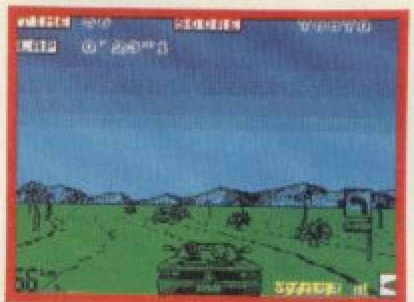
The biggest problem is the combination of speed and numbers of graphics. As you can see from the screens, there are some serious-sized objects around, and if they total more than about four, the poor old Z80 begins to cough and protest and slows down noticeably.

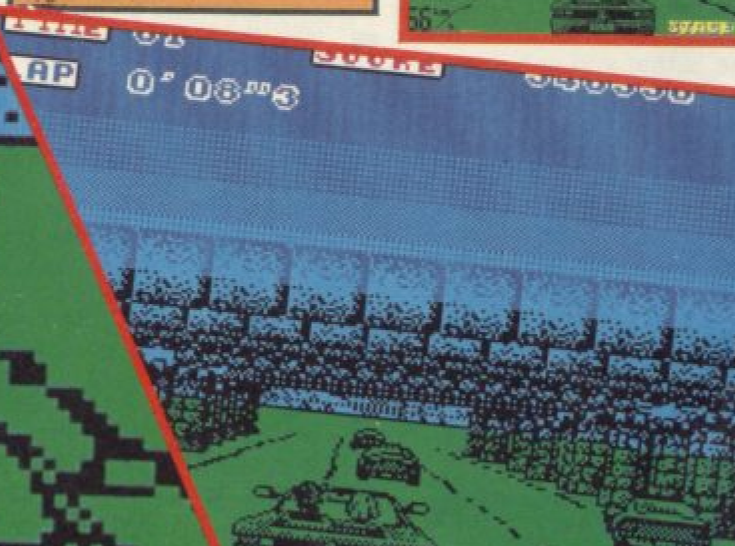
To remedy the problem a little, the numbers of objects have been trimmed, and the game generally moves at an acceptable, if not gob-smacking pace.

An interesting feature of **Outrun** is the way you can, at least to a certain extent, decide where you are going to drive. Every few kilometres you'll find a branch in the road. You've got to decide which way to go. Usually there's a route which is easier than the other, so it's a question of remembering to try each route to see which is the fastest.

If the game had been released as **Sunday Driver,** or something, everyone would have been bowled over by the graphics and the speed, which are pretty good for the Spectrum. Instead, everyone feels at a little bit diappointed that it's not closer to the original – impossible task though it was.

If you can manage to forget how great the original arcade version looked, you may end up pretty impressed by **Outrun** though■





PROGRAMMERS

PROBE is one of the country's larger development teams, employing around fifty programmers

SOFTOGRAPHY : **Xevious** (*US Gold*, 1987), **Enduro Racer** (*Activision*, 1987), **Metrocross** (*US Gold*, 1987), **Brave Starr** (*Go!*, 1987), **Rygar** (*Go!*, 1987)

FACTS BOX

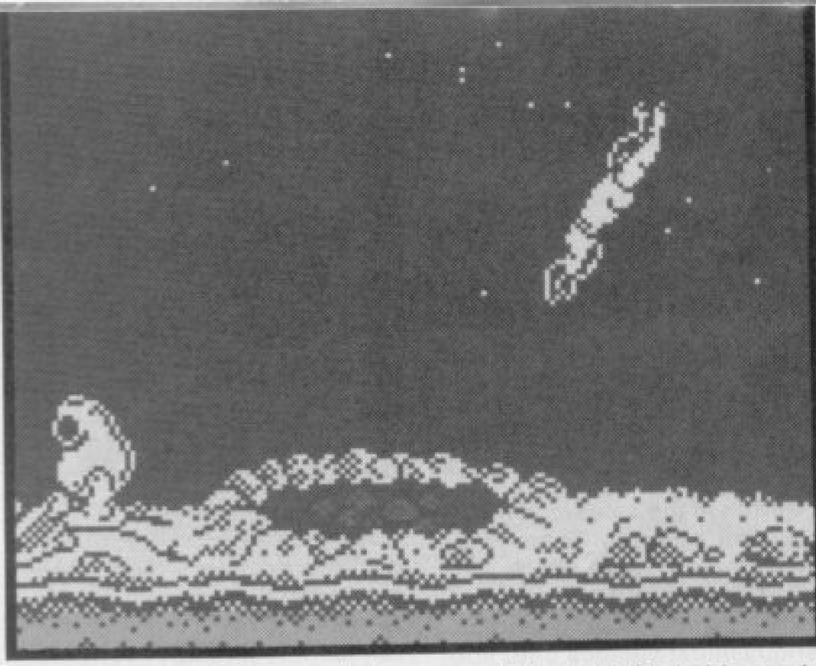
A tall order falls short of expectations though not by much. It's still about as close to the original as anyone could expect

OUTRUN
Label: US Gold
Author: Probe Software
Price: £8.99
Memory: 48K/128K
Joystick: various

Reviewer: Jim Douglas

★★★★☆ 8

★★★ ★★★	Not bad, some good points. See before you buy
★★★★ ★★★	Pretty good. We were quite impressed. Worth a look
★★★★ ★★★★	Good stuff. Well worth the money
★★★★★ ★★★★	Very good indeed. A must buy
★★★★★ ★★★★★	Brilliant. Must buy at all costs
Classic	The best program of its type we've seen to date



at your man. But now he's armed with a rather hefty punch and karate kick. All the opponents can be thumped, but you can also use your laser gun on a selected few. Also make sure that you know how to use the overhead rails to clamber over a gap in the floor. You can move up and down by either the lifts which are simple enough to operate, but the ropes are a bit more tricky. They need to be jumped on to and then jumped off again. Otherwise, you'll end up losing a life.

Other really interesting features in this game are the tunnels leading into different sectors of the planet. You may not have noticed these before. They have been cunningly disguised as a tunnel!! Seriously though, you may have thought they were just windows, but if you press the 'up' key in front of one, your man will be transported into a rather dark room. This is all very well, but how do you move around? Simply follow the eyes. All very simple.

When you actually manage to locate the spaceship docking bay, you'll soon realise which ships are which. After interrogating the computers, you'll be told 'Red ship ready for hyperspace' or even 'White Captain: Codename Borak'. These little messages are meant to tell you which ship you have just fuelled up and which captain is commanding which ship. The fact that when you reach the docking ports there's nothing much to do doesn't really matter does it?

You must have to fuel up every single ship before you can launch one. Then you'll need to know the Captain's codename to get the thing to fly. To enter that code, you'll probably have to locate the ship's main computer and enter it, and to enter that code, you'll need to know how to. All that is really certain in this game is that you can interrogate the computers rather easily and therefore can obtain all the necessary codes and which computer controls which ship. Almost certainly near a computer console, will be an 'N' marked on the floor. You then have to find the fuel pod and run back to this area. Dropping the fuel on to the panel and then running back to the main computer, you can then fuel up the spaceship of your choice.

FANZINE CITY

Still a steady flow of fanzines arriving at the office and even one or two that are cassette-based. So I was pretty interested in the latest issue of **Spectraxx**. Its editor, Lee Tonks has been feverishly banging away on the keyboard and has recently finished Issue 3.

To be quite honest, I've always thought that these sorts of tape 'magazines' were a waste of time, especially when the authors/contributors don't bother to make the program good to look at. The plain old Sinclair typeface simply will not do! **Spectraxx** does try to make it look attractive but you could easily get bored with the layout after the first dozen or so pages. Also, somebody on the **Spectraxx** editorial board has been avidly reading SU's news page. I'll say no more, except that the next issue is going to be twice as long and will cost you £2. If you want a copy, send off to **Spectraxx,** 57 Myrtle Avenue, Selby, North Yorkshire YO8 9BG.

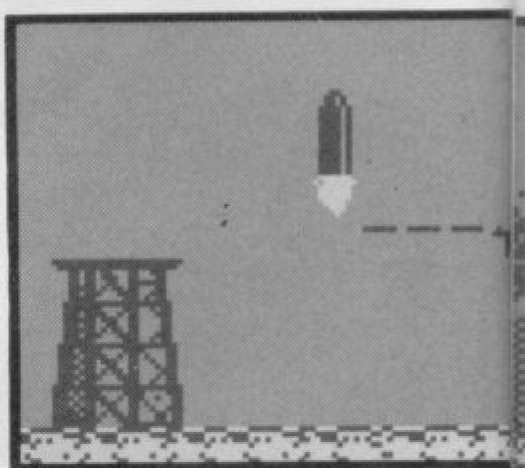
Plastic bendy figures with speech impediments are go! As Snake Eyes, you get the chance to hover and blast in order to protect the obviously very wonderful AWE Striker (whatever that stands for). Anyhow, the game as you will already know (because we all collect the figures don't we viewers? – Ed) is

Action Force

and it has been rather brilliantly programmed by the Virgin's Gang of Five.

LEVEL ONE To start off with, have a look down by the very first rocket. You'll notice a pylon and, on top of that, a capsule. That's your extra fuel. The trick is to avoid using it up until you realy need to. so, from the start, best you dash past the first rocket and on to the first lake. Blast the mines for extra points and go further on into the level to grab hold of a platoon. Take this back to the first lake and now that you have three, you can quickly get the car across. You'll notice that the next few rockets don't actually fly right to the top of the screen, and so you can zoom by by flying as high as poss. Moving on into the area with the second lake. Again it's a matter of positioning the toons so that the car can get across. But, sometime during the exercise, it's very likely that you'll run low on fuel – now's the time to run back to the beginning of the level and collect the fuel pod. There are only three lakes to get the car across in Level 1 and you should be able to complete them without worrying about the level of ammo or much else really ...

LEVEL TWO Good one. This time the lakes have been replaced by refrigerators – or that's what they look like. The idea is they tend to stay very still on ground level and block the AWE Striker from



doing anything even slightly exciting. Snake Eyes has, therefore, to hover at ground level and carefully blast them away without hitting the Striker. The hardest part is really making sure that he doesn't collide with anything.

LEVEL THREE In this level, Snake Eyes will have to dodge all the usual jolly interesting features but also watch out for the lasers! These are shot up from the ground and block the path from left to right. Snake Eyes will have to blast enough of the laser to squeeze through.

LEVEL FOUR AND SO ON Yum! From here on and up to level eight it's a mixture of all three things and rather a lot of dangling mines. Some of the levels are really too easy and quite short – like Level 6 for example. Anyhow, if you do want to cheat and haven't got a Multiface then RJ Hancock is the man for you. Here's a *Poke* which replaces the basic header and has to be *Run* once typed in. Plastic bendy keys are go

A RATHER LOUD ACTION FORCE POKE BY WEEBLE

```
10 LET s=0° FOR f=0 TO 63: READ a: POKE 23296+f,a: LET
s=s+a: NEXT f
20 IF s 6825 THEN PRINT "ERROR IN DATA.":STOP
30 RANDOMIZE USR 23296
1000 DATA 62,255,205,86,5,221,33,203,92,17,0,8,62,255,55,
205,86,5,33, 33,93,17,0,255,1,0,1,237,176,62,201,50,27
1010 DATA 255,49,0,99,205,3,255,175,50,198,194,50,93,195
50,0,201,50, 185,201,50,5,208,62,167,50,153,194,195,0,192
```

ZAPCHAT TINSEL EXPRESS BIG EIGHT RENEGADE

I'm sorry. I really am. This feature in the column has been on the 'go' so as to speak for the past few months. No sooner have I chosen a game to feature than it goes straight out of the window and I chose another. This is, of course, because if I kept to the games I had previously chosen, it would cramp my creative style.

1	232,800	Ben Wootton
2	126,600	Glenn Wilde
3	89,562	Honor Webber
4	87,456	Carol Bull
5	75,150	Jon Staward
6	65,890	Steve Oldale
7	54.670	Dick Spatsley
8	48,230	Mandy

Seeing as Nebulus is so jolly splendid we'll be looking for your high scores as soon as possible. So start sending them in.

JON RIGLAR'S ZAP CHAT

FESTIVE HIGH SCORE CHART

INDIANA JONES ESQ	24,130	Jonathan Staward
HYSTERIA	140,610	Jonathan Staward
ATHENA	175,800	Ben Wootton
ENDURO RACER	1,109,187	Mark Bunting
EXOLON	121,950	Mark Bunting
JOE BLADE	133,110	Ian Blake
1942	82,430	Adrian Blake
EXOLON	47,899	Stefan Ratcliffe
GAME OVER	48,289	Stefan Ratcliffe
ARMY MOVES	32,923	Stefan youknowwho
ZYNAPS	33,925	Graham Newell
EXOLON	54,120	Graham Newhall
HYDROFOOL	186,791	Richard Parkin
RANARAMA	7,210,700	Richard Parkin
WIZBALL	152,010	Richard Parkin
MAGMAX	624,326	M Norris
GAUNTLET	123,428	M Norris

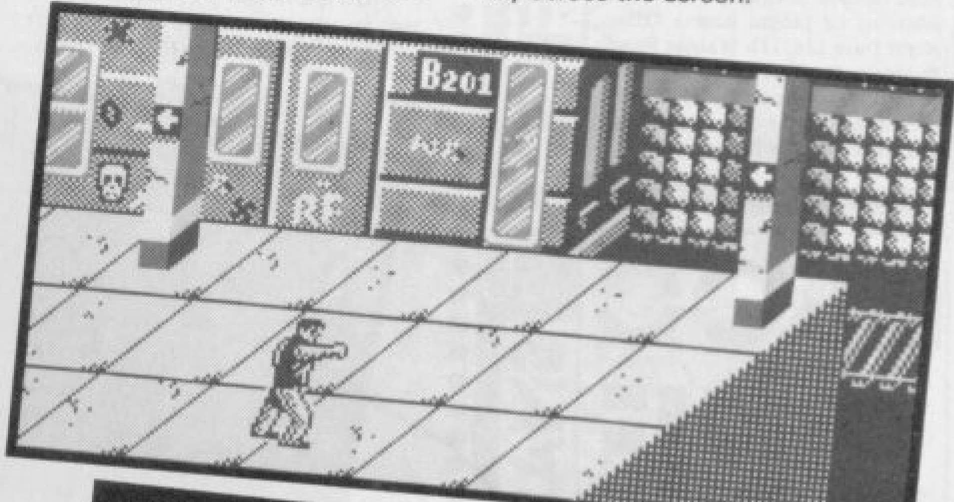
'A-wham-bam-a-lamb-bam-a-lamb-bam-bam' hummed Karl. I've received yet another sackful of mail concerning the rather wonderful

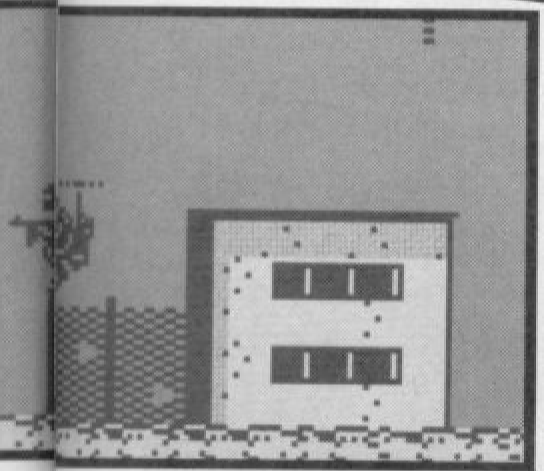
Renegade

from Imagine. It seems that there are rather a lot of ways to cheat. Read on, read on:

● From Karl (there's a spooky coincidence for you viewers) Stokes came a rather splendi-tious tip concerning Level 4. It seems that when you come face to face with the rather nasty chappy with the gun, you can cunningly avoid the bullet! Here's how. Wait until the chump fires and then immediately at that moment and no later press the *Pause* button. Then either bash the *'Up'* key or the *'Down'* key, and hey presto! the bullet completely disappears! How splendid.

● Another letter from Al and Ric who claim to have found a completely brank spanking new move in the 128K version. The move allows you to throw someone over your head and if you are lucky enough into someone else and jolly well knock then over too! Get your man into the position where you are holding the opponent and just about to knee them – then press the opposite direction to which you are facing and press *Fire* and before you can 'hello to 4AF and the lads on the OND Computer Studies Luton' your opponent is half way across the screen.





This is really very strange.

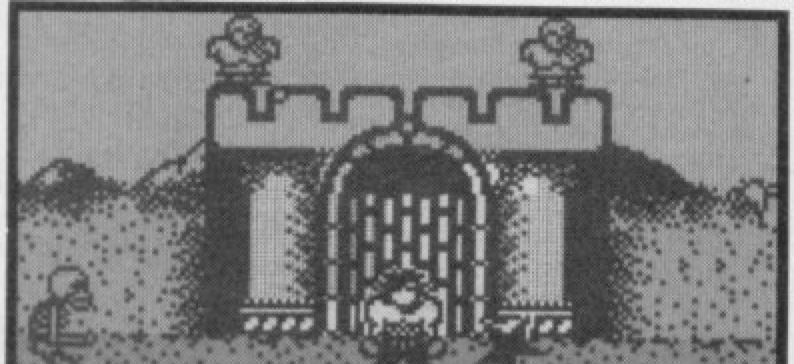
Hysteria

is from Software Projects and yet it is written by Jonathan Smith from Imagine. Hmmmm. **Hysteria** is a pretty clever program with some swishyswoshy graphics to boot. Some tips are called for!

LEVEL ONE You're thrown into a world full of flying squirrels and unicorns. If you are not actually going to cheat then things become hectic. It's a matter of switching directions to fend off advancing Ooers and jumping if anything becomes too crowded. If you're being approached by thousands of aliens it is quite likely that you are going to be able to fend off these creatures without sustaining some loss in energy – however, a leap *Over* a group should lower the damage level a fair bit. Try it.

As you gradually begin to collect the parts of the face, you should start to think about what weapons you need to use at the end of the level when you're attacked by the final alien. The normal weapons are pretty useless, but if you select the kind of frizbie-on-a-string, you can keep the weapon on top of the alien and thus drain its power level dramatically.

LEVELS TWO AND TWEE Level Two is set in a medieval period and you'll be attacked by knights and the usual types of unicorn and squirrels. Again it's a case of panicking and collecting the necessary icons as soon as you possibly can. Again, work out what weapon you require to face the final alien but also watch out for your energy levels. Level Three is virtually impossible to complete. Swarms of space-age beings bash into you for the fun of it. Watch out for the bullets fired by the droid – they tend to fling out in a sort of arc formation. The only way to defend yourself from this is by rapid fire at the bullets themselves. If you find that one of the icons is too high to collect, then you'll need to select the jumpsuit to zoom up and collect it.



Once, or should I say if, you manage to complete all three levels, you'll be flung right back to level one but with all three types of alien and I found it pretty impossible.

THE POKE CORNER

It's time for a few rather swank Multiface pokes. Robert J Hancock (Weeble to his friends) was told to create these wonderful things overnight and so promptly marched off and stood a few ley lines in the Lake District. (Ie Spooky old paths blessed by Druids or something which are sources of great mystical power etc etc) and before you could say 'It will take six men' he returned with these. How uncanny!!

FREDDY HARDEST: Part One: Infinite lives: POKE 64011,167
FREDDY HARDEST: Part Two: Infinite lives: POKE 61607,167
FREDDY HARDEST: Input any access code: POKE 51987,0
HYSTERIA: Infinite energy and shield: POKE 44623,167
NEBULUS: Infinite lives: POKE 32921,0
NEBULUS: Infinite time: POKE 43650,0
ACTION FORCE: Infinite lives, ammo, fuel: POKE 49862,0 POKE 50013,0 POKE 51456,0 POKE 51641,0 POKE 53253,0 POKE 49817,167

And more Multiface pokes, this time created by Daniel Leclerc from Enfield. Note that although these were designed for the Multiface, they can be used on the Datel Electronics Snapshot and also on the Interface 3

INDIANA JONES: Infinite lives: POKE 33948,0
INDIANA JONES: Number of lives *x*: POKE 23310,*x*
BUBBLE BOBBLE: Level wanted *a*: POKE 34313,*a*
RENEGADE: Infinite lives: POKE 41048,195
RENEGADE: Number of lives *x*: POKE 23343,*x*
JACK THE NIPPER 2: Infinite lives: POKE 43251,0
JACK THE NIPPER 2: Number of lives *z*: POKE 34886,*Z*
WIZBALL: Infinite lives: POKE 37052,0
WIZBALL: Invincibility: POKE 36831,0 POKE 36832,0 POKE 36833,0

JON RIGLAR'S ZAP CHAT

Tai Pan

is a spooky little game from Ocean. Just when it was due to be released, nothing happened! And nothing happened for a rather long time didn't it possums? But! It's December and the game has rather uneventfully slipped onto the shop shelves. And so, all we want now are some tips.

You have no money whatsoever. Ouch! That bites! So the first thing old Taiiebabie has to achieve is a bulging wallet. Rather than earn it through freelance journalism (who wants to do that eh?), he decides to get a loan. Off he trots to the bank and get nowhere. So, where do you find the dosh? What you need to do is locate the restaurant – run in and sit down. But don't bother to buy a meal (It helps if you have money), so when the hostess with the mostess comes to take your order, refuse and you'll find yourself pushed into a room at the back of the restaurant. You'll find a game of Ying Tong Pong (or whatever it's called) in process and you can either join in or run away. But! If this is the first time you enter the restaurant, you'll be offered a loan. Around 300,000 plastuteries. This generally comes in handy.

Now you can purchase one of those floaty things. Being an intelligent chap, you fully realise that the best place to find a ship for sale is the bank. Now, I'd advise buying the cheapest possible – a Lorcha. This carries 13 crew, so you need to disappear to the Inn to employ a full company.

Then there's the gunpowder to fight off any marauding ooers on the high seas.

This can be bought at the armoury. Try and get hold of the muskets, gunpowder and a couple of cannons. All that's then left to grab hold of is foods. Once all the necessary stores have been bought, any spare money can be used on cargo.

The warehouse is only a few hops away and there you can buy all the tea crates, jade and other commodities you fancy. Try to get the best bargain you can and then dash off to your ship. Sail off in any direction you want and pop in at every other port you can. Check out the prices of cargo and see where you can get the most for the lot you are carrying. Always try to save the odd bit of money and make sure that you have enough to buy any extra food or crew you may need – be choosey with the ports you enter and don't sell your cargo at the first you come to. If you play carefully you should soon pick up rather a lot of money. And this is good isn't it?

Zooming around the high seas is usually rather a lot of fun. If you keep hold of your Lorcha, you'll be easy prey for any pirates. So get hold of a new and bigger vessel as soon as you can. The rest of the battle scene is dependent on luck really.

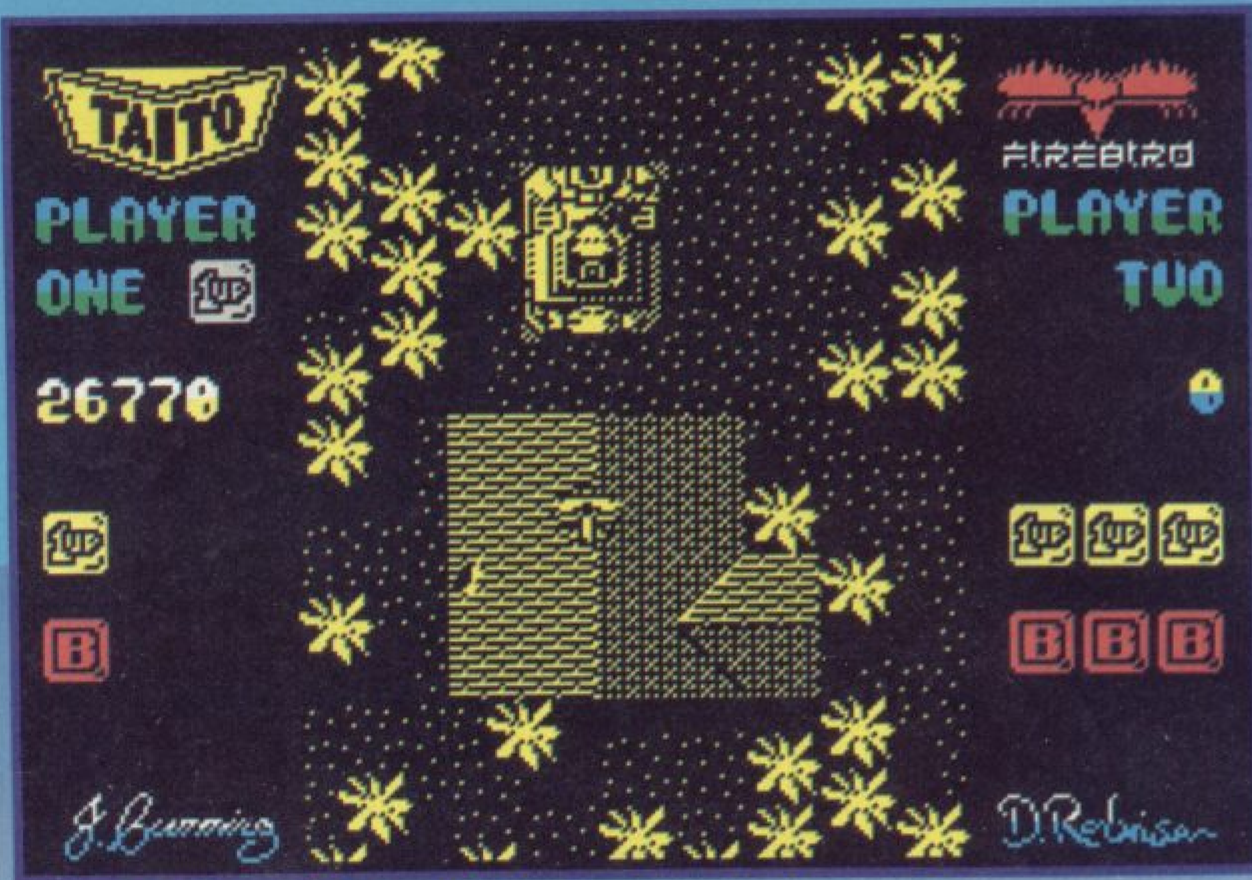
And that's it really possums. But to finish off the subject of old Taibabie, I've received a letter from Tony Dolce. It's perhaps the easiest way to beat the game. As far as Tony can see, it only works on the 128K, but that's life isn't it?

Here we go then:

1 Collect the loan and go to the restaurant. Play the game and gamble until you achieve over 500,000 in money. Easy really.
2 Go to the bank and buy a frigate (Is that one 'g' or two?) According to Tony, this is the only ship to buy.
3 Run off to the inn and buy the crew you need.
4 Then run to the warehouse and buy as much tea as you possibly can. This will be your cargo.
5 Save the game. But! Don't bother playing the tape.
6 Enter the warehouse and sell the tea for as much as you possibly can. You should be able to raise between 85,000 and 1.5 million for each chest.
7 Continue buying and selling until you have collected over 6 million.
8 Sail from the harbour and then let your crew starve. (Oooer)
9 You'll then notice that you have become Tai Pan.
10 Cheers for the tenner. Honestly. Tony you old goat. You're not going to get a tenner out of me that easily!

Good gawd. That's it. Fun wasn't it? Back next month with the very, very, very first ever ever *Zapchat* in the year of 1988. Spooky isn't it? In the meantime, I'm off to the *Academy* (bit of advertising there chaps!) to strut my stuff and watch the handbags dancing away. Oh■





FLYING SHARK



I approached **Flying Shark** with a certain amount of trepidation. It's been a long time coming and it suffered a change of programmer half-way through. Usually things don't look hopeful in this situation.

Except that in this case the replacement programmers just happen to be two of the best programmers currently working on the Spectrum: Dominic Robinson (**Uridium** and **Zynaps**) and Steve Turner (**Quazatron** and **Ranarama**).

No surprise than that **Flying Shark** is a truly wonderful conversion.

Those who have played the coin-op will doubtless be muttering in the corner, protesting that it's too hard a game, things move around far too quickly and how on earth could anyone do anything like that on the Spectrum. How indeed? Well, Firebird has managed it!

For those of you who don't know, **Flying Shark** is a



sophisticated top-to-bottom scrolling shoot-'em-up a lá **Lightforce**, involving a little bi-plane and the most incredible amount of enemy fighters, tanks and ships.

You just keep going and shooting, picking up bonuses and improving your fire-power, all the better to shoot more things. So what makes it so special?

It's brilliantly done, that's what.

The coin-op is fast and furinus action all the way. Things just keep hurtling themselves towards you, and it's a case of constant pressure on the *Fire* button. The Spectrum conversion is extraordinarily accurate and keeps up the same pressure, with the waves coming at you in the same patterns, and bonuses appearing in the same places. The quality of scrolling – in particular – is very fine.

To collect a bonus you first have to shoot out the planes in a special wave. In the original, these were always red, but in the conversion they're yellow – hardly a serious detraction from the original. Your bonus, and extra weapon, new smart bomb, extra thousand points must them be picked up. Extra weapons are tricky things, They jig about the screen, flying off the edge and re-emerging, and it's perfectly possible to miss them altogether. Everything else, thankfully, stays still.



CLASSIC

Off-screen movement is an interesting extra. The coin-op sort of scrolled horizontally a bit too, as well as the serious vertical scrolling bits. So you get an extra playing area to each side as well. Although you can't actually see what's going on at the sides, it is possible to move right off the screen, and then reappear in glowing triumph, having just mangled a coupla tanks.

Tanks? Yup, tanks. As well as the planes, there are tanks and

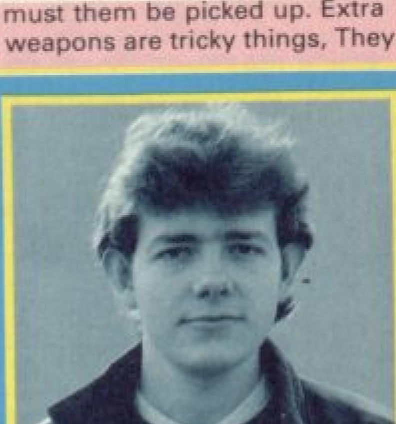


PROGRAMMERS

DOMINIC ROBINSON did most of the coding. SOFTOGRAPHY: **Uridium** (*Hewson*, 1986), **Zynaps** (*Hewson*, 1987)

JOHN CUMMING was the man behind the **FS**'s graphics. He has previously worked on the C64.

STEVE TURNER contributed the sound-track. SOFTOGRAPHY: **3D Space Wars** (*Hewson*, 1984), **Avalon** (*Hewson*, 1984), **Dragontorc** (*Hewson*, 1985), **Astrodome** (*Hewson*, 1985), **Quazatron** (*Hewson*, 1986), **Ranarama** (*Hewson*, 1987)



ships to contend with too.

Which brings us on (rather neatly I thought) to the question of space. Obviously, you're up in the air, and the tanks are down on the ground. And the feeling of the space between the two is brilliantly done. Subtle shadows beneath the treetops give an impression of depth, and the way things move underneath each other creates a real feeling of height.

Only one gripe. Everything is monochrome – that's perfectly understandable. But does it have to be yellow? It does pall after a while. Couldn't we have had the levels in different colours? But I liked the red flashing screen as the smart bombs exploded and I'm also a fan of the Steve Turner music which sounds like an old *New Order* track!

I can't tell you how much I love **Flying Shark.** Well I'm doing it now, but it's just great. It'll keep you hanging on the edge of your seat.

If you're looking for originality, it's not going to do a lot for you. But if you want a fast, difficult faithful conversion, go for it■

FACTS BOX

Marvellous conversion that loses none of the speed, difficulty or excitement of the original. An absolute Classic treat

FLYING SHARK
Label: Firebird
Authors: Dominic Robinson, John Cumming
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★★★★★★★ 10



ARCADE ★ REVIEW

ANARCHY

PROGRAMMER
MICHAEL 'CROCODILE' SENTINELLA hails, surprisingly enough, from Australia where he worked for a company called Ozisoft. **Anarchy,** his first published game in England, is, he says, his 'homage to **Boulderdash'**

Graphics aren't everything and, in a way, that's the whole story behind Anarchy. One of the new budget Rack-It releases, Anarchy is only OKish to look at, but it doesn't matter. The gameplay is terrific! And if anyone remembers it – it's a bit Boulderdash-like.

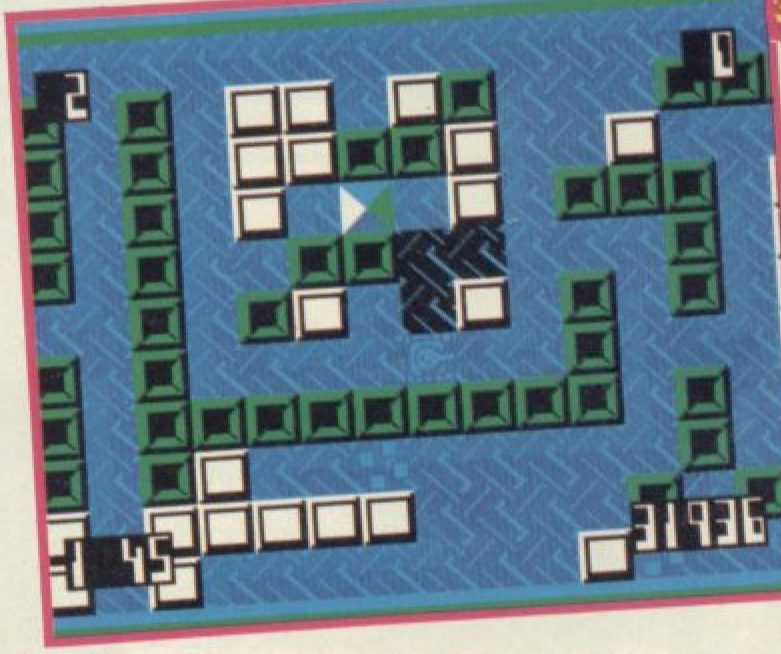
It's a plan-view game. You're looking down on a sector of some rebel base and there's your rather measley tank with a pop gun on the front. You've got just two minutes to rush around and clear out all the weapon dumps on that floor before you go on to the next one.

Slightly Pac-Man like methinks?

The gameplay *is* similar. It's a question of chasing around the place, dodging things that just want to bump into you, knocking out innocent little blocks for mega-points. And after that? On to the next level of course.

Nothing's actually firing at you, which is a good thing. You can get on and wipe out the weapons, no sweat. Apart from the horrible little security droids which follow you around in an incredibly ill-mannered fashion, bumping into you and depriving you of one of your three valuable lives.





You can't afford to lose them. There's an awful lot of destruction to get on with.

So that things aren't simple, there's a hint of maze-ness about the game. Scattered around the playing area are solid blocks which can't be shot. Nestling unhelpfully behind, beside, around these blocks are the weapon dumps. Can you suss out the best way to get them?

It's certainly hard in the time limit. There's always a way round them, it's just a question of finding it.

If you manage to destroy everything on the floor in the time the air-lock to the next level opens and you can proceed to the exit. However, it's still possible for you to run out of time, and it's still possible to be hit by the droids. As you can't fire at this point to stun the droids, things are pretty unfair. But show me where it says life has to be fair?

Shooting things is not easy either. You need a good tank's length between you and the block in order to destroy it. Getting your muzzle right next to the block and hammering the *Fire* button doesn't work. At first it sems that there's no way you can destroy the blocks which are close to the walls. There is a solution, it's very simple, but I'm not going to tell you what it is!

Worra great game! If only all budget games could be as good as this■

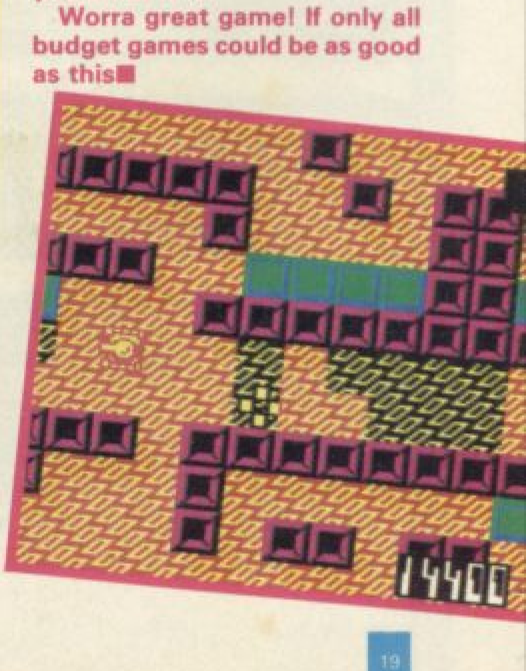
FACTS BOX

Superb, simple and horribly addictive. This one will give you square eyes. Promise. A Boulderdash for '88

ANARCHY
Label: Rack-It
Authors: Michael Sentinella
Price: £2.99
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

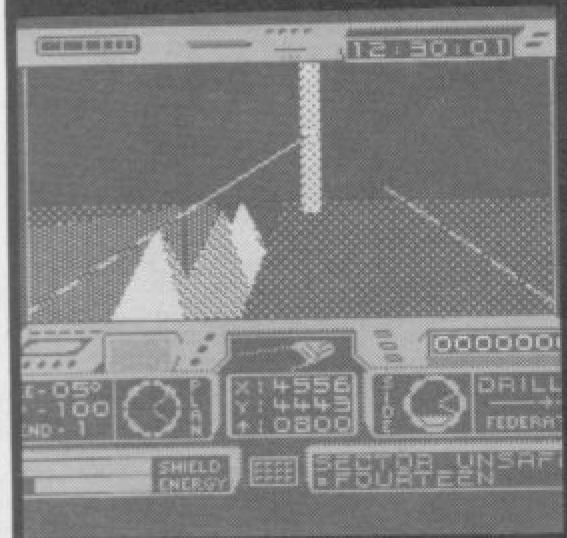
★★★★☆★★★★☆ 8



POKE

DRILLER

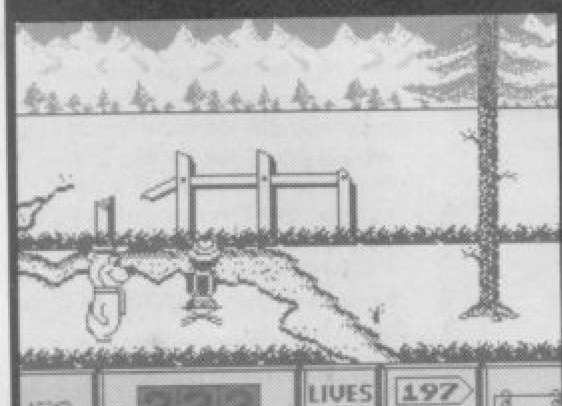
Type this listing, and *Run* it before loading in your game tape from the beginning as usual. Now you'll have an infinite supply of power for drilling and unlimited shields agains enemy firepower




```
   1 REM DRILLER poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 32767
  10 LET t=0: LET w=0
  15 FOR f=65000 TO 65029
  20 READ a: POKE f,a
  25 LET t=t+w*a: LET w=w+a
  30 NEXT f
  35 IF t<>7698950 THEN  PRINT "
ERROR IN DATA": STOP
  40 PRINT AT 10,6;"START 'DRILL
ER' TAPE"
  45 LOAD ""CODE 65088
  50 POKE 65108,194
  60 RANDOMIZE USR 65000
 100 DATA 205,64,254,33,249,253
 110 DATA 17,100,255,1,13,0,237
 120 DATA 176,195,46,255,175,50
 130 DATA 118,188,50,17,193,50
 140 DATA 126,191,195,164,151
```

YOGI BEAR

This Poke will prevent you from being captured, drowned or attacked. Type in the listing and *Run* it, before loading in your game tape as usual from the beginning




```
   1 REM YOGI BEAR poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 65535
  10 FOR f=65200 TO 65220
  15 READ a: POKE f,a
  20 NEXT f
  25 PRINT AT 10,5;"START 'YOGI
BEAR' TAPE"
  30 LOAD ""CODE
  35 POKE 65072,176
  40 POKE 65073,254
  45 RANDOMIZE USR 58112
  50 DATA 33,0,0,34,18,137,34
  60 DATA 20,137,62,24,50,226
  70 DATA 175,175,50,84,136
  80 DATA 195,0,132
```

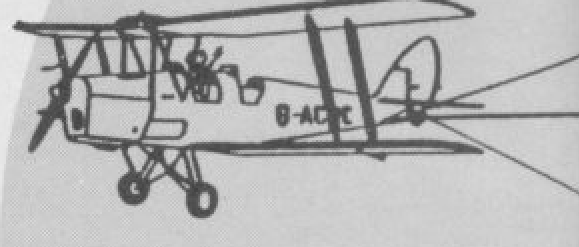
COMBAT SCHOOL

You'll always qualify for the next event with this Poke, no matter how much of a weed you are. Type in the listing and *Run* it, before loading in your game tape as usual from the beginning



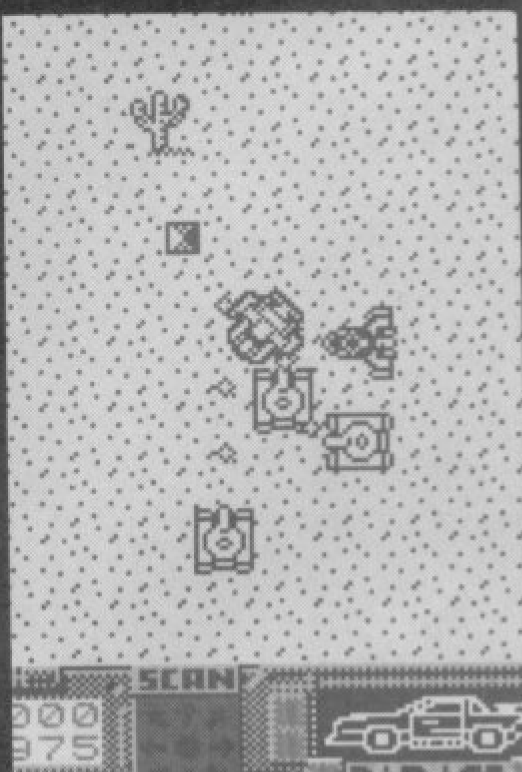
```
   1 REM COMBAT SCHOOL poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 45000
   6 LET t=0: LET w=1
  10 FOR f=38400  TO 38584
  15 READ a: POKE f,a
  20 LET t=t+w*a: LET w=w+1
  25 NEXT f
  30 IF t<>2030707 THEN  PRINT "
ERROR IN DATA": STOP
  35 PRINT AT 10,3;"START 'COMBA
T SCHOOL' TAPE"
  40 LOAD ""CODE
  45 RANDOMIZE USR 38400
 100 DATA 221,33,167,150,217,6
 110 DATA 6,217,221,110,0,221
 120 DATA 102,1,221,78,2,6,0,17
 130 DATA 0,125,237,176,33,86
 140 DATA 150,1,7,0,237,176,30
 150 DATA 231,195,0,125,221,35
 160 DATA 221,35,221,35,217,16
 170 DATA 217,217,33,249,232,17
 180 DATA 167,251,1,30,3,237,176
 190 DATA 33,67,150,34,195,254
 200 DATA 195,169,254,205,28,254
 210 DATA 175,50,64,255,33,92
 220 DATA 150,17,217,254,1,20,0
 230 DATA 237,176,201,49,177,175
 240 DATA 195,37,150,253,33,58
 250 DATA 92,237,86,33,88,39,217
 260 DATA 49,255,247,195,108,150
 270 DATA 33,0,64,34,7,91,33,134
 280 DATA 150,17,212,248,1,33,0
 290 DATA 237,176,33,32,253,34
 300 DATA 250,247,195,0,91,33,62
 310 DATA 1,34,224,129,33,50,180
 320 DATA 34,226,129,33,92,50,34
 330 DATA 228,129,33,181,92,34
 340 DATA 230,129,33,0,0,34,232
 350 DATA 129,195,120,156,87,224
 360 DATA 17,104,224,36,185,224
 370 DATA 12,197,224,14,211,224
 380 DATA 25,246,224,13
```

ALL POKES BY . . .



MASK II

This Poke will give you infinite fuel and inpenetrable armour. Any vehicles that crash in the water will also be OK afterwards. Type in and *Run* the listing before loading in your game tape as usual from the beginning




```
   1 REM MASK II p ke
   2 REM (c) A.SINGH '87
   3 REM
   5 LET t=0: LET w=1
  10 FOR f=23306 TO 23379
  20 READ a: POKE f,a
  30 LET t=t+w*a: LET w=w+1
  40 NEXT f
  50 IF t<>271385 THEN  PRINT "E
RROR IN DATA": STOP
  60 PRINT AT 10,6;"START 'MASK
II' TAPE"
  70 RANDOMIZE USR 23306
 100 DATA 221,33,0,0,17,17,0,175
 110 DATA 55,205,86,5,221,33,203
 120 DATA 92,17,213,0,62,255,55
 130 DATA 205,86,5,33,44,91,34
 140 DATA 13,93,195,222,92,33,53
 150 DATA 91,34,38,228,195,99
 160 DATA 215,33,35,91,34,239
 170 DATA 186,175,50,77,167,50
 180 DATA 79,167,50,114,168,50
 190 DATA 144,175,33,0,0,34,88
 200 DATA 162,34,13,177,195,0
 210 DATA 148
```

CITY



ADRIAN SINGH

● A number of you have sent in requests for us to Poke particular games. We're only too happy to oblige, but since there are so many games we obviously can't Poke them all. So if you want us to Poke a particular game write in and we'll do so for the ones that get the most votes. Send your requests – together with your name and address – to Poke City, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

DAN DARE

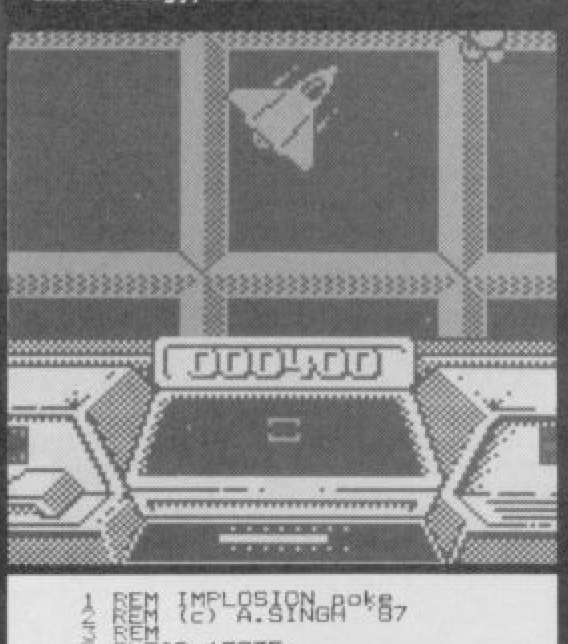
This was the most requested oldie Poke from the mail sacks last month. Now Dan will have unlimited ammo and energy, and the clock will be frozen too! Type in and *Run* the listing before loading in your game tape as usual from the beginning



```
   1 REM DAN DARE poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 25599
   6 LET t=0: LET w=1
  10 FOR f=23296 TO 23336
  20 READ a: POKE f,a
  30 LET t=t+w*a: LET w=w+1
  40 NEXT f
  50 IF t<>101364 THEN  PRINT "E
RROR IN DATA": STOP
  60 PRINT AT 10,5;"START 'DAN D
ARE' TAPE"
  70 RANDOMIZE USR 23296
 100 DATA 221,33,171,253,17,9,3
 110 DATA 62,255,55,205,86,5,48
 120 DATA 241,62,201,50,46,255
 130 DATA 205,8,254,62,201,50,94
 140 DATA 186,50,37,183,175,50
 150 DATA 6,170,50,111,167,195
 160 DATA 88,152
```

IMPLOSION

Type in and *Run* the listing before loading in your game tape from the start as usual. You'll now have unlimited laser power and shield energy, and infinite lives too



```
   1 REM IMPLOSION poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 65535
  10 LET t=0: LET w=1
  20 FOR f=24880 TO 24911
  30 READ a: POKE f,a
  40 LET t=t+w*a: LET w=w+1
  50 NEXT f
  60 IF t<>51670 THEN  PRINT "ER
ROR IN DATA": STOP
  70 PRINT AT 10,5;"START 'IMPLO
SION' TAPE"
  80 LOAD ""CODE 24920
  90 RANDOMIZE USR 24880
 100 DATA 49,156,95,33,65,97,17
 110 DATA 145,97,1,16,0,237,176
 120 DATA 195,88,97,175,50,51
 130 DATA 144,50,105,145,62,36
 140 DATA 50,2,131,195,112,124
```

ATV SIMULATOR

This Poke ensures that you never run out of fuel, and that you have an unlimited amount of time. Type in the listing and *Run* it, before loading in your game tape as usual from the beginning

```
   1 REM ATV SIMULATOR poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 25400
  10 PRINT AT 10,3;"START 'ATV S
IMULATOR' TAPE"
  20 LOAD ""CODE
  30 POKE 65531,201
  40 RANDOMIZE USR 65501
  50 POKE 60250,0
  60 POKE 57318,201
  70 RANDOMIZE USR 54960
```



AGENT X II

Type in this listing and *Run* it, before loading in your game tape from the beginning as usual. This will help you beat whichever part of the game you find toughest. By selecting either Option 1, 2 or 3 from the menu you will have infinite energy in the appropriate stage

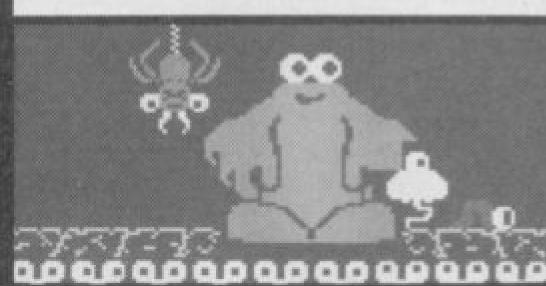



```
   1 REM AGENT X II (all parts)
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 24639
  10 INPUT "WHICH PART TO POKE (
1-3)>"; LINE p$
  15 IF p$<"1" OR p$>"3" THEN  G
O TO 10
  20 IF p$="1" THEN  LET ad=5782
1
  25 IF p$="2" THEN  LET ad=6249
9
  30 IF p$="3" THEN  LET ad=5056
1
  35 PRINT AT 10,1;"START 'AGENT
 X II pt. ";p$;"' TAPE"
  40 LOAD ""CODE
  45 POKE 24776,201
  50 RANDOMIZE USR 24732
  55 POKE ad,0
  60 RANDOMIZE USR 25250
```

THROUGH THE TRAPDOOR

Type in the listing and *Run* it before loading in your game tape from the beginning as usual. It'll give you infinite lives for both Berk and Drut

```
   1 REM THROUGH TRAP DOOR poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 26998
  10 PRINT AT 10,1;"START 'THROU
GH TRAP DOOR' TAPE"
  20 LOAD ""CODE 63000
  30 POKE 63041,201
  40 RANDOMIZE USR 63004
  50 POKE 47492,0
  60 RANDOMIZE USR 34200
```



MOONSTRIKE WINNERS

Amazing but true. The future of home entertainment is a round plastic puzzle toy thing with a spaceman in it. Hi-tec, in smart primary colours, the round toy puzzle thing proved so difficult even Jim Douglas couldn't cope with it.

The correct answer was Professor Humphrey Bogus Mocked Your Grandmother **and most people got it right.**

Anyway, thanks to Moonstrike and Mirrorsoft, the following one hundred readers get a puzzle:

Mathew Gerrish, Maidstone, Kent. Tom Baldwin, Blepe, Derbyshire. Trevor Barnes, Southwick, Sussex. Gregory McDougall, Hall Green, Birmingham. Robert Dowd, Kingsheath, Birmingham. Paul Whiteley, Netherthorpe, Sheffield. A Byers, Wallsend, Tyne and Wear. A Jones, Coventry. Mark Bakaam, Ipswich, Great Sutton, South Wirral, Merseyside. Stephen Marshland, East Goscote, Leicester. Matthew Rose, Beaconsfield, Enfield, Middx. John Roberts, Askern, Doncaster, S Yorks. Karl Manning, Chandlers Ford, Hants. Paul Shipman, Skegness, Lincs. Debbie Wells, Exeter. David Sands, Bakewell, Derbyshire. Paul R Hunter, Morecambe, Lancashire. Richardson Paterson, Argyll, Scotland. A D Faulkes, Old Swan, Liverpool. Tim King, Brown Street, London. David Maffner, Foxlydiate, Batchley, Redditch, Worcs. Lee Juby, Wigston, Leicester. R Hunt, Basildon, Essex. R Ford, The Steps, Nr Chepstow, Gwent. Martin Brunt, Stoke-on-Trent, Staffs. J D Doggett, Potters Bar, Herts. F Steel, Elm Park, Hornchurch, Essex. J Bingham, Blackpool. J K Marston, Ferndown, Wimborne, Dorset. R Spindley, Newby, Scarborough, N Yorks. Sebastian Sampson, Weybridge, Surrey. Stewart Worall, Totland, Isle of Wight. Karl Walkden, Longton, Preston, Lancs. W F Doney, Buckland, Portsmouth, Hants. Martin O'Connor, Old Whittington, Chesterfield, Derbyshire. Tristan Battle, Friston, Saxmundham, Suffolk. Gareth Evans, Witcham, Ely, Cambridgeshire. L Lee, Whitton, Twickenham, Middx. Mark Paul, Plymstock, Plymouth, Devon. M G Seager, Wood Green, London. Damian Peacock, St Martins, Oswestry, Salop. Roland Skinner, Send, Woking, Surrey. Graham Gillam, Ware, Herts. R J Bolton, Finchfield, Wolverhampton. M Lynch, Slough, Bucks. P Taylor, Wellington, Telford, Shropshire. Richard Catlin, Rugby, Warks. Emily Cook, Hemel Hmpstead, Hertfordshire. S Belben, Barrington, Ilminster, Somerset. J Cahill, Wallington, Surrey. D Coulson, Stafford. Paul Booker, Jacksdale, Nottingham. James Finch, Sawbridgeworth, Herts. Brians Brooks, St Marychurch, Torquay, Devon. Barry Wooffitt, York. Alister Cambrell, Tain, Rosshire. Daryl Parson, Purfleet, Essex. Jason Mann, Borehamwood, Herts. L Schofield, Aston, Sheffield, S Yorkshire. Michael Littens, Leatherhead, Surrey. P Atkins, Ardrishaig, Lochgilpead, Argyll, Gary Bright, Brigstock, Nr Kettering, Northants. Kurt Frarv, Norwich, Norfolk. Stephen Malam, Blackheath, Liverpool. Lucien Bowater, Chagford, Devon. G Barlow, Macclesfield, Cheshire. Greg Ward, Stockport, Cheshire. Simon East, Arborfield, Reading, Berks. Richard Goodall, Caledon, Caunton, Newark, Notts. Paul Mayne, Kirkdale, Everton, Liverpool. Stuart Forbes, Newent, Glos GL18. Neil Stafford, Sunderland, Tyne and Wear. C M Griggs, Road, Mablethorpe, Lincs. Paul Bloomfield, Maes-y-Rhine, Cwmbran, Gwent. Matthew Burt, Kengrave, Ipswich, Suffolk. Andrew Downson, Crook, Co Durham. L Bebbington, Helsby, Warrington, Cheshire. Jennifer Holt, Brownlow, Craigavon, Co Armagh, Ireland. Michael Smith, Wales, Nr Sheffield. K P Smith, Haverford West, Dyfed. Brett Wiltshire, East Taphouse, Nr Liskeard, Cornwall. A E Harvey, East Grinstead, West Sussex. Alister Gibson, Coltness, Wishaw, Strathclyde, Scotland. Bob Ford, Durrington, Salisbury, Wilts. Daniel Scott, Watford, Herts. Jamie Wilson, Pill, Bristol. Lee Horrey, Sawston, Cambridge. Philip Wynn, Clophill, Bedfordshire. A R Bee, North Kenton, Newcastle-upon-Tyne, Tyne and Wear. Sean S Wilson, Ardmore, Co Derry, N Ireland. Neil Pollard, Helpston, Peterborough, Cambs. Stephen Marshman, Lickey, Rednal, Birmingham. Ian Doggett, Brighton, Sussex. C Patel, Brighton, Sussex. Malcolm Sim, Fraserburgh, Aberdeenshire, Scotland. D Christopherson, Birches Head, Stoke-on-Trent, Staffs.

DEATH WISH III

Ahem. Continuing the law and order theme, we now come to the SU and Gremlin Death Wish III Win a Rocket Launcher, No, No, You Don't Understand Officer, It Only Shoots Water, Honest Officer, Competition, **in which we prepare three people to look like Charles Bronson and then send them into the street to squirt things.**

The answers were (A) Charles Bronson/or Jeff Goldblum – yes well that one went a bit wrong actually (B) 3 (C) Paul Kersey.

Yes, three lucky people will carry off a false moustache!! Yeah. Oh,. and a copy of Gremlin's Death Wish III and motorized rocket launcher high-tech water pistol.

Twenty other people who look nothing like Charles Bronson whatsoever will get to play Death Wish II until the cows come home.

Here goes . . .

The winners: David Bason, Erith, Kent. Craig Plummer, Hull. J Thorpe, Lowestoft, Suffolk.

The others: Christopher Wade, Peterlee, Co Durham. Paul Hunter, Morecambe, Lancashire. Simon Dean, Grantham, Lincolnshire. David Atherton, Market Harborough. Derek J W Phipps, Goring by Sea, Watham, W Sussex. Martin Dean, Cowley, Oxford. Andrew Colder, Bartley Green, Birmingham. M S Nicholls, Thetford, Norfolk. Simon Powell, Middleton, Leeds. Steven Burns, Bootle, Merseyside. David Oates, Newport, Brough, N Humberside. S Wilson, Co Derry, N Ireland. Matrin North, Rainhill, Merseyside. Trevor Bridge, Offerton, Stockport. David Beaton, Nean Stourbridge, West Midlands. Martin Culpeck, Knodishall, Suffolk. Bryan Scott, Gateshead, Tyne and Wear. Nicholas Roberts, Bold, Nr Widens, Cheshire. Gregg Barhm, Cherry Hinton, Cambridge. William Hilton, West Kinbedown, Kent■

REBEL

Tanks. You want 'em, we give 'em away. We also throw in a copy of Virgin's Rebel **to keep you amused when you run out of petrol.**

The SU Tank winner is a chap called Paul Honey from Littlemore in Oxford. The answer is illustrated below and a surprisingly large number of people figured it out – funny, we thought it was pretty difficult. The next twenty-five out of the hatch all got copies of Virgin's Rebel, **and they look like this:**

Philip dodd, Rhos, Wrexham. Geoffrey Owen, Swansea Road, Merthyr Tydfell. Mike Fenney, Blackpool, Lancs. K H Man, Bushey, Herts. David Payne, Chilton, Didcot, Oxon. Brian Allen, Viewpark, Uddingston, Glasgow. Adrian Bordicott, Rowley Regis, Warley, W Midlands. Ivan D'Souza, Wood Green, London. Christian Jones, Milford Haven, Dyfed. S J Hall, St Catherines, Bath, Avon. Adrian Whittle, Edenbridge, Kent. Iain S Rayner, Brickhill, Bedford. M Whitton, Telscombe Cliffs, Newhaven, East Sussex. Daniel Coe, Gravesend, Kent. Dave Lapsley, Bexleyheath, Kent. James Gordon, Launceston, Cornwall. James Crowdy, Rainham, Kent. James Franklin, Newport, Shropshire. M Beaven, Near Mansfield, Notts. Philip S Cairns, Canton, Cardiff S Wales. James Jolly, Clarkston, Glasgow. R Barclay, Cheshunt, Herts. Matthew Wilson, Brighton, E Sussex. Neil Griffiths, Rhiwbina, Cardiff. John Scoular, Whitefield, Manchester.

And finally (there's more?) come the fifty lucky cusses who sill be able to decorate their walls in great style, with a swanky Rebel **poster. Triff. And they are:**

Leon Lunsdin, Elgih, Morav. Michael O'Connor, Wanford, Eire. Stephen Shilvock, Moston, Manchester. Raymond Millard, St Quintin, Chippenham, Wilts. Ben Hobbs, Sheerness, Kent. David Gallop, Huntingdon, Cambs. Daniel Best, Market Harborough, Leicester. M J Ballard, Penge, London. Andrew McLaughlin, Barrhead, Glasgow. A Smurthwaite, Gateshead, Tyne and Wear. Paul Roberts, Rhos, Wrexham, Glwyd. R j Tanswell, Mildenhall, Suffolk. Marshankin Kirill, London W8. R Kill, Hertford, Herts. John Clifton, Westcombe Park, London. Timothy Goddard, Bolton. Robert Cox, Ilford, Essex. Colin McBurne, Dewsbury, W Yorkshire. S P Wilmott, Wellingborough, Northants. Matthew Hewitt, Kirkby-in-Ashfield, Nottingham. D Orosun, Stoke-on-Trent, Staffs. D A Minty, Stamford, Lincs. Ian Doggett, Kirton, Ipswich. Tim Davies, Chepstow, Gwent. Simon Allen, Leighton Buzzard, Beds. Christopher Land, Stoke-on-Trent, Staffs. John Gomm, Nr Nuneaton, Warks. John Keeble, West Basildon, Essex. Ian Mayor, West Didsbury, Manchester. Daniel Reece, Kibnorth Beauchamp, Leics. R W Weston, Tollbar End, Coventry. Philip Rouzel, Binley, Coventry. Derek Robertson, Hawick, Roxburghshire. Paul Robertson, East Kilbride, Scotland. Steven Burns, Cheshunt, Herts. Mark Melladay, Mickleover, Derby. Matthew Rose, Enfield, Middx. J Shephard, colchester, Essex. Robert Hamblett, Walton, Liverpool. Darren Handley, Skegness, Lincolnshire. Mark Hayes, Cockermouth, Cumbria. Peter Williams, Winlaton, Tyne and Wear. Chris Burns, Forest Hill. James Nee, Broxtowe, Nottingham. A M Mitchell, Bridge of Don, Aberdeen. Matthew Williams, Watford, Herts. A Payne, Barrow-in-Furness, Cumbria.


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MEGA COMPETITION

10 OCEAN T-Shirts ★ Incentive has given us 6 copies of DRILLER ★ There are 50 POSTERS from US Gold (A1 size) ★ Piranha has come up with 5 FLUFFY PIRANHAS ★ Starlight Software has given us 25 FRISBEES ★ Electronic Arts has kindly donated 200 POSTERS ★ We've got a splendid 50 copies of PULSATOR from Martech ★ And a wizard 20 SHOCKWAY RIDERS from Gargoyle ★ Mirrorsoft has spiffingly coughed up 100 MUGS ★ Virgin is offering 200 ACTION FORCE POSTERS ★ 10 copies of assorted GAMES from Mastertronic ★ CRL slipped us an astounding 10 copies of BALLBREAKER ★ And there is a large selection of as yet undecided GOODIES from PALACE ★ Hewson has surpassed themselves with 20 BADGES ★ Gremlin found a lorry with 50 GAMES just waiting to fall off ★ Activision has specially made up 5 CALENDARS ★ Elite is offering 50 GAMES ★ ...ital Integration has given us a wondrous 100 PO... ★ Konami has produced a secret set of PRIZE... ...ean found 5 SPORTS BAGS ★ There are a fa... ...100 STICKERS from In...tive ★ T-SHIRTS ga... Gold (well, 2 actua... Pira... has prin... 500 POST... ★ T... 50 ... ...ES OF LON... tronic ... COSMIC... got 5 ...

The last one was big. Some would say gigantic! But this one's bigger! More gigantic than you would believe was possible.

We've got more prizes than you can shake a stick at, and all you have to do in order to be one of the people who gets one of our utterly shockingly brilliant gob-smacking items is to send us a stamped addressed envelope, tell us who you are, where you live and what you reckoned to this year in software. So get cracking. What exactly do we have to offer? Well, as you can see by the list just here, we're talking majorly desirable items. Not only do you pick up a corking prize, but everyone wins one of our rather special Sinclair User Insto-Credit forms. If you thought the Money-Off Coupons were fab, then you'll think that these are twice as fab, because each form will give you over £50 off the hottest titles around at the moment.

So, you'll either have £50 off software of your choice or £50 off your choice of software AND a totally squiffy prize. So get your top off yer biro and get scribbling . . .■

EVERYB...

WI...

A PR...



Ocean's LIVE AMMO compilation ★ POSTERS a go-go! We've got 100 from Incentive ★ PENS number 5 and they come from Piranha ★ RED L.E.D. from Ariolasoft ★ More T-SHIRTS this time from Electronic Arts enough to keep 20 people warm ★ Faster Than Light has magicked up 20 HYDROFOOLS ★ Virgin Games gave us an amazing 100 copies of REBEL ★ CRL promises to have 10 OINKS ready ★ 100 POSTERS from Hewson ★ 500 POSTERS from Gremlin ★ 20 MUGS from Activision ★ 100 T-SHIRTS from Mirrorsoft ★ 5 copies of the MAGNIFICENT SEVEN from Ocean and 5 copies of THEY SOLD A MILLION THREE too ★ 10 KEY RINGS to promote DRILLER from Incentive ★ 5 NOSFERATUs from Piranha ★ There are 5 MUGS from Electronic Arts ★ and 100 assorted T-SHIRTS from Mirrorsoft ★ 10 copies of NEBULUS from Hewson ★ 500 POSTERS from Gremlin ★ 5 GAME SET AND MATCH compilations from Ocean ★ TRAP DOOR II, MR WEANS, COLOUR OF MAGIC and ROGUE TROOPER – 5 each from Piranha ★ 100 ANDY CAPP POSTERS from Mirrorsoft ★ 5 KONAMI COIN-OP HITS compilations from Ocean ★ And another 100 MEAN STREAK POSTERS from Mirrorsoft. Phew!

BODY
NS
RIZE



How to claim your free prize

1) Fill out the form below
2) Send it together with a stamped self addressed envelope to: Mega Compo, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU

SU wants you. We want your scribblings on this the mighty and majestic 1988 SU Readers' Poll.

What a year! Lots of fabulous games, lots of tremendously awful games, the Plus 3 and 12 (count 'em) whole fresh new exciting issues of Sinclair User – the most fabulous magazine in the galaxy. (OK I suppose Blaster Shatzpits runs us pretty close but since it's only available under the counter on the planet Nobulex – just you try ordering it from WH Smith – and don't blame us when your subscription copy is 15 light years late.)

Anyway after all that exciting eventfulness we figure you'll just be itching to fill in the myriad categories below. If you have no opinion about some subject or other you needn't fill that category in – we'll just think you're a real laid back kind of person.

Tell the world. Change the industry. Fill in the SU 1988 Readers' Poll right now!■

THE AWARDS

Best program of 1987
....

Best Arcade game of the year
....

Best Adventure of 1987
....

Best Simulation of 1987
....

Best Strategy /War Game of 1987
....

Best Software House
....

Best Graphics in a Game
....

Best Soundtrack in a Game
....

Worst Game of 1987 (Other than Eastenders which is a boring answer)
....

Best/Worst Film or Video
a)...
b)...

Best/Worst TV Programme
a)...
b)...

Rip-Off of the Year
....

Most disappointing Licensing Deal (not Eastenders)
....

Best Licensing Deal
....

Computer Character you most enjoyed watching die
....

Most ridiculous event of 1987
....

Best feature in SU
....

Worst feature in SU
....

How old are you?
....

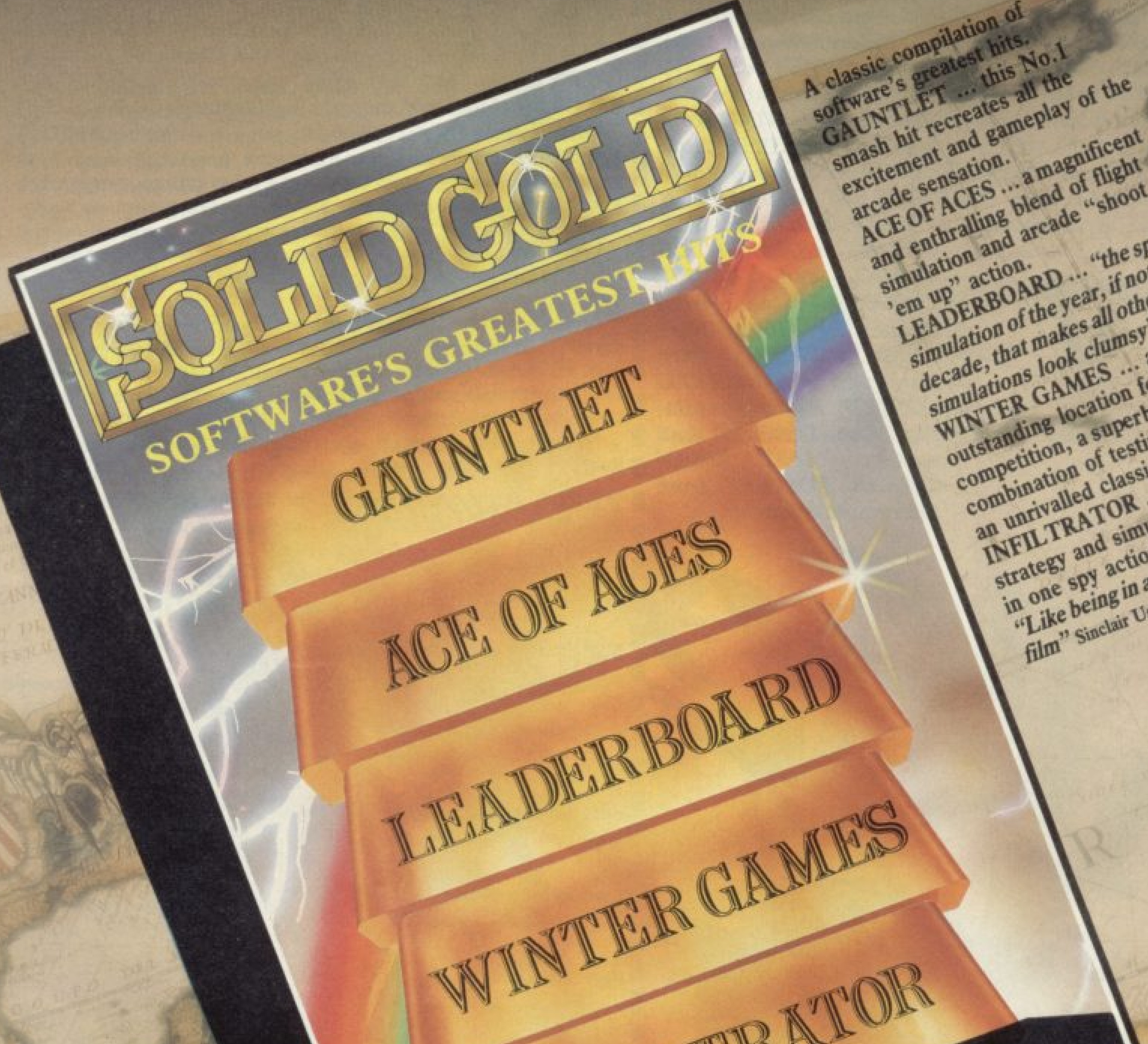
Name:
....

Address:
....

Thanks very much for completing the form. Now – to claim your free prize send the complete form – the whole of this half-page – together with a stamped self-addressed envelope to: Mega-Compo, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU. [Closing date 31 January 1988]

SU READERS' POLL 1987

You have found treasure beyond your wildest dreams



A classic compilation of software's greatest hits. GAUNTLET ... this No.1 smash hit recreates all the excitement and gameplay of the arcade sensation. ACE OF ACES ... a magnificent and enthralling blend of flight simulation and arcade "shoot 'em up" action. LEADERBOARD ... *"the sports simulation of the year, if not the decade, that makes all other Golf simulations look clumsy"* Zzap. WINTER GAMES ... an outstanding location for a competition, a superb combination of testing events, an unrivalled classic No.1. INFILTRATOR ... action, strategy and simulation in one spy action thriller, *"Like being in an action film"* Sinclair User.

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Holford,
Birmingham B6 7AX
Tel: 021 356 3388

CBM 64/128	SPECTRUM	SPECTRUM +3	AMSTRAD
£9.99 TAPE £14.99 DISK	£9.99 TAPE	£14.99 DISK	£9.99 TAPE £19.99 DISK

GRRRRRR! Khristmas! I love the smell of turkey in the morning. It smells of . . . oh yeah, turkey! Still Khristmas ain't just about EATIN'. **Yuh gotta remember the true meanin' of the festive season –** PRESENTS!

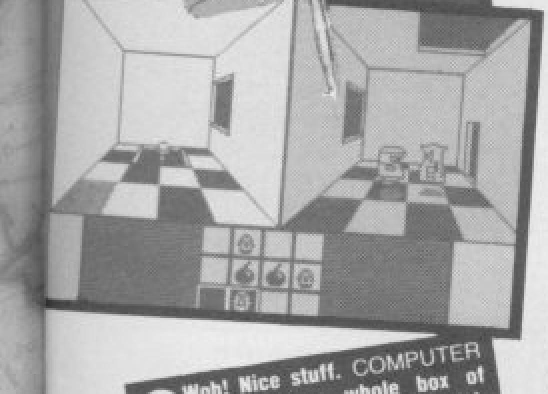
Th' best part of Khristmas is watchin' th' kiddies' faces light up when they tear th' wrapping paper off of their presents. Anyone tries to steal my presents, they gonna light up ALL OVER, **unnerstand? I even booby-trap th' Khristmas tree at** Bear Towers.

So yuh gonna buy yuh own software, see? An' yuh left it to the last minute, huh? An' now yuh want me to tell yuh what to buy . . . WIMP! Well, yuh lissen an' yuh lissen GOOD! **Compilations! Y'hear!■**

WHAT'S THIS? KAMIKAZE'S GUIDE TO COMPILATIONS – THAT'S WOT!

Seasonal peace 'n' goodwill t' all men, huh? Yuh coulda fooled ol' Kamikaze! Seems like yer lookin' fer last-minute bargain buys, all th' best Khristmas Kompilations are about VIOLENCE **and** KILLLIN'! **An' ya know what? I** LOVE **it!**





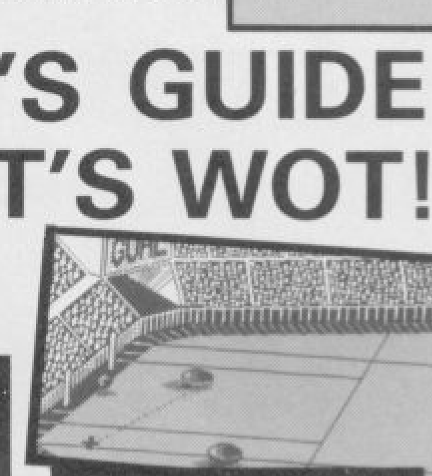


Like, dese guys might call themselves ELITE, **but they ain't the steel-eyed, cold-hearted killers I served with in the** GREEN BERETS. **But hey, no-one's perfect – and dey come up wit' some great compilations, like** BEST OF ELITE, **just £7.95.** Frank Bruno's Boxing, Bombjack, Airwolf, **an' the game I wuz born ta play –** Commando! **Gee, I could write a book about it; in fact, I DID write th' book. Under th' counter from all good militaria shops.**

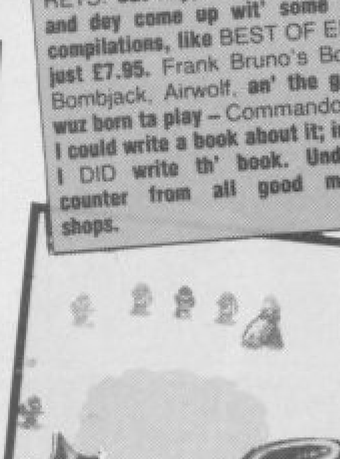
You want SPORTS? **I'll give yuh sports – ten hit games, over twenty events in all, together in Ocean's** GAME SET AND MATCH

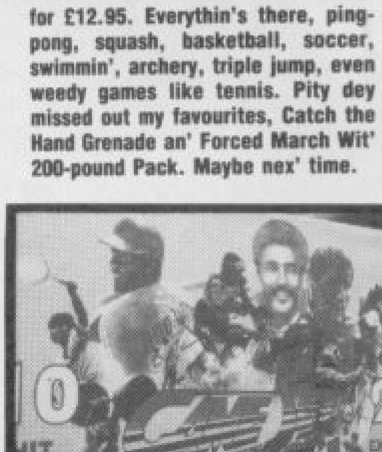


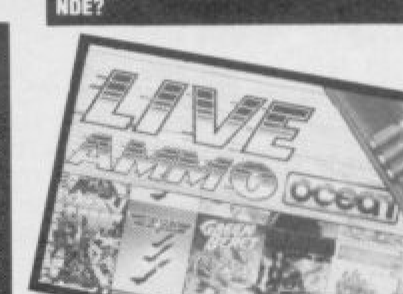
for £12.95. Everythin's there, ping-pong, squash, basketball, soccer, swimmin', archery, triple jump, even weedy games like tennis. Pity dey missed out my favourites, Catch the Hand Grenade an' Forced March Wit' 200-pound Pack. Maybe nex' time.



Yuh wanna be GOOD? **Yuh wanna be** CHARITABLE? **Yu do? What th' hell's wrong witcha? But if yu' insist, dere's** KID'S PLAY, **th' charity compilation. Ten titles, £9.99 an' some of dem's OK, too.** Night Gunner, Starstrike, Lunar Jetman, **f'rinstance. Even da non-violent ones is OK;** Xeno, Marsport, Monty on the Run, Mailstrom **an' like that. So get it, or it won't be Santa crawlin' down your chimney. It'll be ol' Kamikaze, and you won't like what I got in my sack, COMPRENDE?**



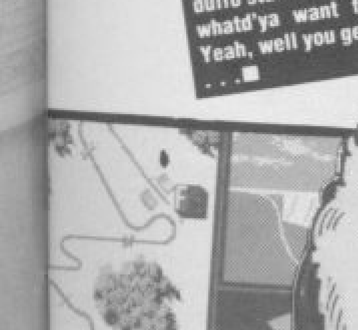




Woh! Nice stuff. COMPUTER HITS 4 **is a whole box of** MAXIMUM DUTY **no messing. Prime A classic games. You got your** Sacred Armour of Antiriad **– lots of big grafix, your** Starquake **– – number one in my book and your** Pyracurse **by Hewson and a highly original arcade adventure with 3D graphics and** DAWG. Revolution **is the best thing this side of** CUBA **for you** Marble Madness **ball-controlling fans out there. OK so you also get** Deactivators **and** Bride of Frankenstein **which are only OK and some duffo stuff like** City Slicker **but, hell, whatd'ya want for £9.99.** Dandy? **Yeah, well you get that too so shadup . . .■**

An' I see it in my fav'rite release fer Khristmas . . . LIVE AMMO! **(£9.95), from Ocean. Whatta title! Whatta selection!** Rambo, Green Beret, Army Moves, Top Gun **and** The Great Escape. **My idea of heaven. If that doesn't keep me busy until well into 1988, you can call me Mr Gorbachev and** SPIT **on the Stars 'n' Stripes. If you wanna take the** RISK . . .







SOLID GOLD **is a treat from the** BIG BOYS **at US Gold. If there is an** A-TEAM **for compilations this is it. Dis is no messin' sure-fire number one stuff. You get your** Gauntlet **– last year's maximum death toll mega-selling supermo and** Winter Games **and** Leaderboard **and . . . I could go on but I don' wanna waste my breath . . .**

You like to lose out buddy? You got a CHIP **on your shoulder? You got a death** INSTINCT? **Sounds to this bear you want** POWER PLAYS. **Ten quid's worth of games you never heard of or wish you never heard of: check out these famous names** Cyrox, Hercules, Slingshot, Sqij. **I think I heard of** Sword and Shield **which is all about strategy and** Oddball **is a funny liddle game featuring radioactive blocks. Bearsically dis is one fur de** DUMPER.

COMPETITION



WIN A TRIP IN A SUBMARINE!

Submarines. Mysterious aren't they? Sort of cigar shaped things that can stay under the water for days on end, packed to the brim with jolly tars. Lurking in the depths of the briny, full of weapons that could sink your average aircraft carrier faster than you could say knife.

Be fun to travel on one wouldn't it? Well it could be arranged. It'll take a little bit of wheeling and dealing on our part, but we'll have a go.

OK, done it. Grand Slam is about to release The Hunt for Red October, **a game as closely linked with submarines as Italy is with spaghetti. Based on a book by Tom Clancy,** Hunt for Red October **looks to be packed with thrills, spills and excitement galore. In celebration Grand Slam and the Royal Navy will offer our lucky winner a trip on a nuclear submarine.**

Now. Don't lose your cool. This is not a joke. We realise that this is the most extraordinarily brilliant prize in the history of SU compos, so we're having to ration you a bit. Grand Slam has had to fight tooth and nail to get you on this sub, so the competition is being run across three magazines, the other two being our sister mags, *Commodore User* and *Computer and Video Games*. There can only be one main prize winner. And we want it to be an SU reader. So get cracking, answer the questions, sned off the coupon to Dive! Dive! Dive! Compo, SU, Compo Mega Control, 14 Holkham Road, Holkham, Peterborough PE2 OUF. And may the best person – an SU reader of course – win!

Runners up

There are ten runners up prizes of a copy of The Hunt for Red October. **So there's lots to win! Just answer these fiendishly difficult questions:**

The Questions:

1 Which organisation holds the copyright to Tom Clancy's book, The Hunt for Red October?

2 The whole area of naval warfare is surrounded by abbreviations. Below are some used in the game and in the book. What does each one mean?

VVMUPP

ASW

NATO

COMSUBLANT

MIRV

3 Now many periscopes are fitted in Royal Navy conventional submaries?

The Coupon:

Name ....

Address ....

....

Answers:

1 ....

2 a ....

b ....

c ....

d ....

e ....

3 ....

ARCADE REVIEW

GAUNTLET II

Sequels, in the great swirling mystical scheme of things controlled by the Big Beardy One in the sky, aren't usually much cop.

Beach Head II? Agent X II? US Aliens? **Cobblers. Every one.**

Which means that when a game like Gauntlet II **comes along, you're pretty relieved just to find that it's not too bad at all.**

How do you follow Gauntlet **– easily the biggest selling game of last year?**

It's been over a year since it came out, and since then we've seen an incredible number of similar games, each boasting a new handful of features over the last. So many you begin to wonder, after such a long time, if the old formula could possibly have any depths as yet un-plummed.



nasties than the last.

There are ten things in all which it is best to avoid. Among the more interesting are Lobbers, who will hurl objects over walls on top of you. This reduces the chances of you being able to find yourself a blind-spot from the bad guys, forcing you out into the combat once more.

Then there's the IT monster which is great. It appears and jumps on to a player, which will then become IT. Every monster in the dungeon will instantly chase straight for this player and kill him. The only way to lose your IT-ness is to touch another player, who then becomes IT, and so on.

You'd be amazed at the objects you find lying on a dungeon floor. It's almost as if a large percentage were created just to help you out. There's Extra Fire Power, Extra Armour, Keys (allowing you through the exits and thus on to later levels), Transporters and there are even bottles of cider – poisonous or otherwise – to be used to your advantage.

It's being a bit picky but the graphics *are* **a bit workman-like. They do thieir task, and I suppose when you're dealing with such numbers, and as a result such small scale, there isn't much room for artistic flair■**

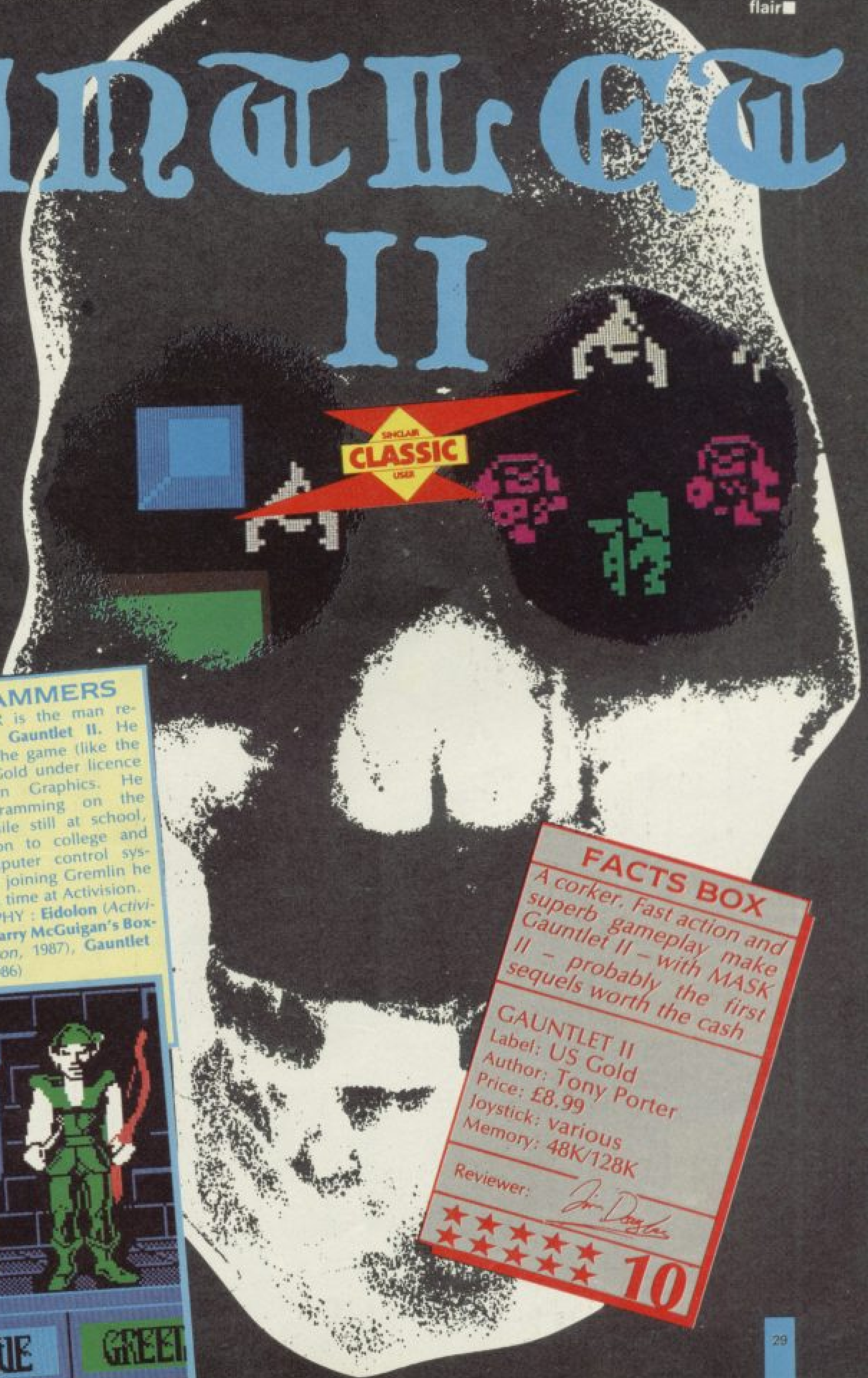
The Gauntlet**-style of games** (Gauntlet, Druid, Dandy, Into the Eagle's Nest, Ranarama **etc) followed the following lines: big over-viewed scrolling dungeon with one figure (or two) rushing about firing spells/arrows/guns at hundreds and hundreds of enemy troops.**

Though the graphics were smaller and not as finely tuned as many games of the time, the vast numbers of animated characters, loads of levels and the scale of the action made the games incredibly popular.

Gauntlet II **is basically a jazzed-up** Gauntlet**. There isn't actually any progression as such in the game's format, merely enhancements and tweaks.**

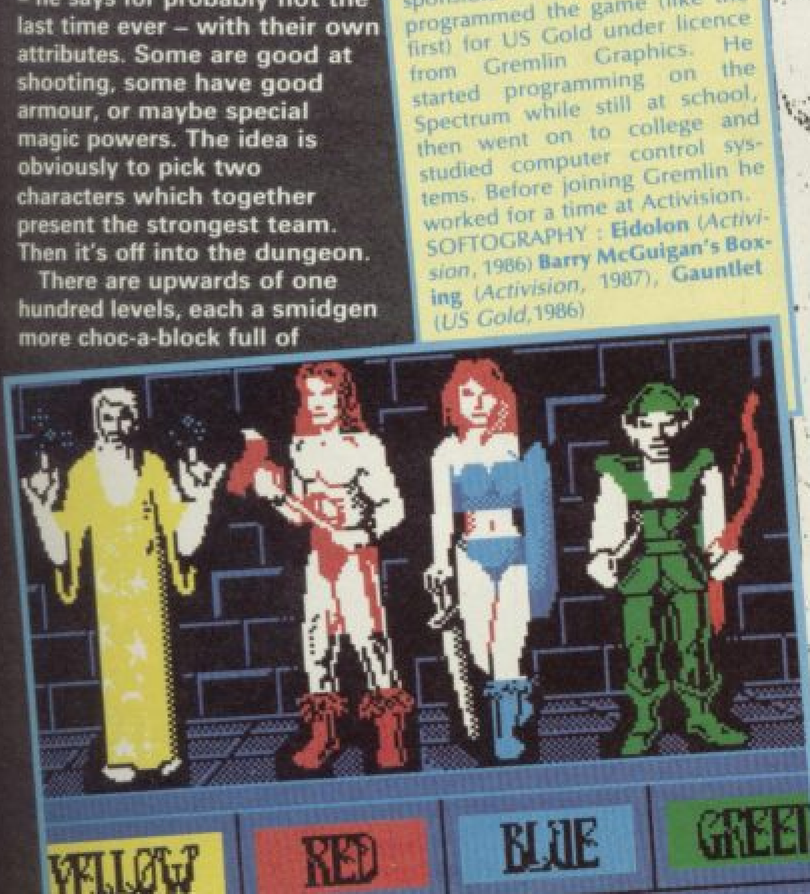
So what do you get? Well, there are four characters, each – he says for probably not the last time ever – with their own attributes. Some are good at shooting, some have good armour, or maybe special magic powers. The idea is obviously to pick two characters which together present the strongest team. Then it's off into the dungeon.

There are upwards of one hundred levels, each a smidgen more choc-a-block full of



PROGRAMMERS

TONY PORTER is the man responsible for **Gauntlet II.** He programmed the game (like the first) for US Gold under licence from Gremlin Graphics. He started programming on the Spectrum while still at school, then went on to college and studied computer control systems. Before joining Gremlin he worked for a time at Activision. SOFTOGRAPHY : **Eidolon** (*Activision*, 1986) **Barry McGuigan's Boxing** (*Activision*, 1987), **Gauntlet** (*US Gold*,1986)



FACTS BOX

A corker. Fast action and superb gameplay make Gauntlet II – with MASK II – probably the first sequels worth the cash

GAUNTLET II
Label: US Gold
Author: Tony Porter
Price: £8.99
Joystick: various
Memory: 48K/128K

Reviewer: Jim Douglas

★★★★★★★★★★ 10


ACE 2
PILOT ONE
PLANES 03
SCORE
0000000
ACE 2
TAKE OFF
ARM AIRCRAFT
AIRCRAFT WEAPONS SELECTION
6-HEAT AIR-AIR
4-RADAR AIR-AIR
0-AIR-SHIP
PREPARE FOR TAKE OFF
PILOT TWO
PLANES 03
SCORE
0000000
High speed one or two pilot action.
Computer opponent has advanced artificial intelligence at 20 skill levels.
Comprehensive options.
PILOT ONE
PLANES 03
SCORE
0000000
ACE 2
PILOT TWO
PLANES 03
SCORE
0000000
Air-air and air-ground combat.
Real time, real space action.
Equipped with two aircraft types and a variety of modern missiles.
Commodore 64 Disk £14.95
Commodore 64 Cass. £9.95
Spectrum 48 Cass. £8.95
Spectrum 128 Cass. £9.95
Commodore Plus/4 (64k) ... £9.95
IBM PC £19.95
Atari ST £19.95
(IBM and Atari for Christmas)
CASCADE
GAMES LTD
1-3 Haywra Crescent, Harrogate, HG1 5BG, England Tel. 0423 525325
24 hr telphone ordering 0423 504663 Telex: 265871 MONREF G Quoting 72:MAG31320
ACE 2
THE ULTIMATE
HEAD TO HEAD
CONFLICT



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TRANSFORMABLE ARCADE ZONE
Featuring the World's First Break-Out Construction Kit
Break Out...into the New Generation!
TRAZ, THE GAME...
Battle your way out of this multi-screen complex. Avoid Monsters - Guard yourself against Traps - Use Bricks and Bumpers to your advantage - Capture the various Power-Giving Pills - But above all... SURVIVE!
TRAZ, THE CONSTRUCTION KIT...
Create your own unique versions of this highly addictive, fun-packed game! YOU can design your own complex using all the features of... TRAZ, THE GAME. Single Player or Team Mode - this game will provide you with hours of entertainment!
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Out of this World!

Put the answers on the coupon below and send it, to reach us by 1st February, to: SU Star Wars 'slightly harder than usual' competition, SU Mega Control, 14 Holkham Road, Southgate, Orton, Peterborough PE2 0UF.*

Name...

Address...

....

....

Answers

1)...

2)...

3)...

4)...

Video system...

*Employees of EMAP, Domark and members of evil empires need not enter.

A long time ago in a Galaxy far far away *Star Wars* **the coin-op was launched.**

On the other hand, quite recently, in a Galaxy not a million miles from Selkirk, Domark lauched the Spectrum version. A couple of minutes ago just over the road from the newspaper shop SU decided to give the world the completely fabulous *Star Wars* **Win a Video competition.**

Star Wars **the completely wonderful film has just appeared on video and we've got a bunch of them to give away! Yep 10 lucky winners will get their own brand new copy of the fabulous** *Star Wars* **video and 100 runners up get very nearly as fabulous** *Star Wars* **Posters.**

All you have to do is answer the absurdly simple questions below:



1 **What is the name of the planet first destroyed by the Death Star?**

2 **What is the name of the actor who played Darth Vader?**

3 **Who did the original** Star Wars **coin op?**

4 **Which of these is the correct name for the small robot featured in the film?**

a) C-3FO b) - 3PO c) C-3PO

Beware the Eye of the Storm!

Oooh! Aaah! Cosmic! Dangerous looking! Strange! The Eye of the Storm is all this and more.

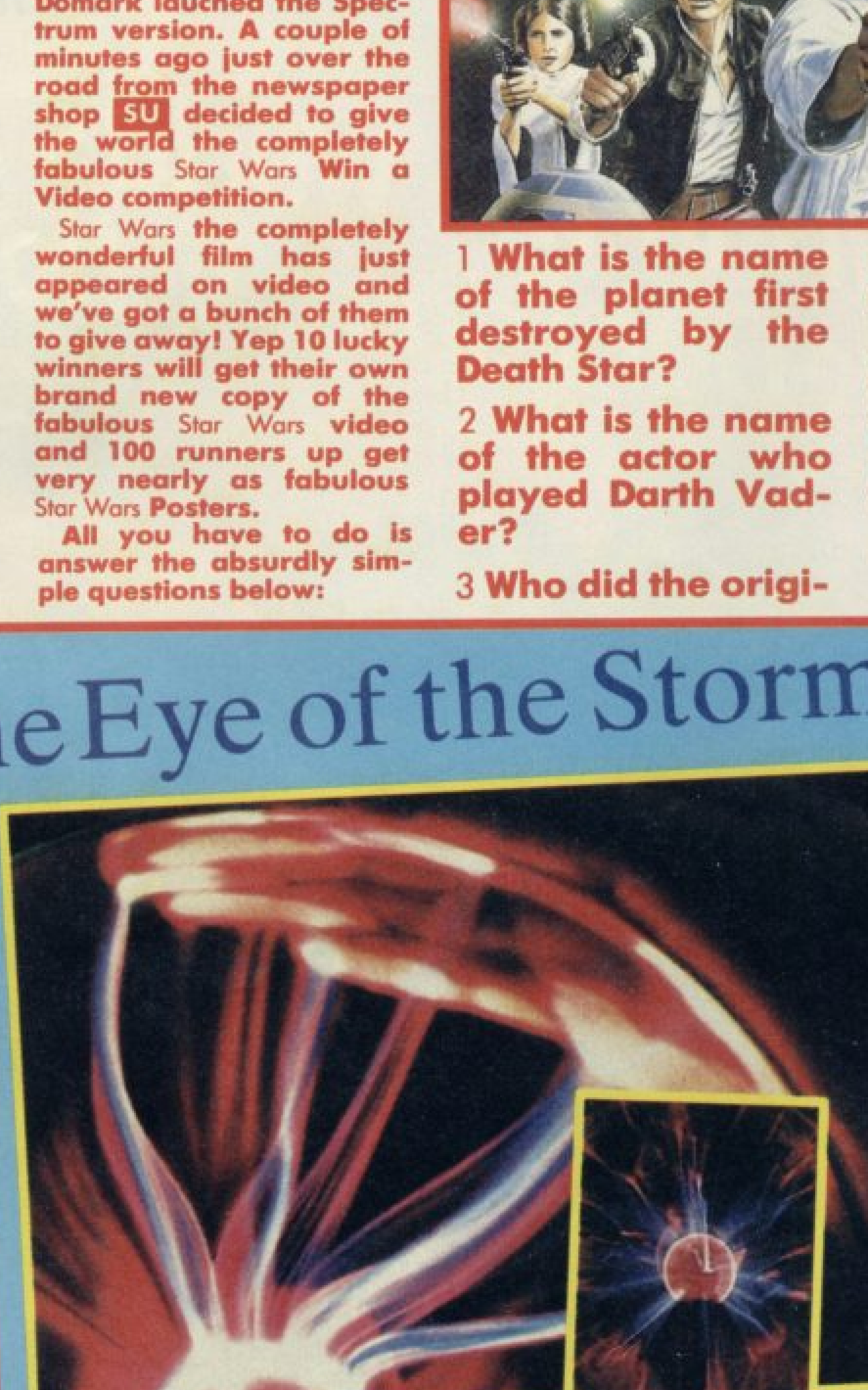
It's hours of mysterious entertainment. Impress your friends. Frighten the faint-hearted.

See how the magical beams dance in the crystal sphere. Marvel at the elegant black box beneath the globe. How is it done? Why look! The light is clinging to your hand. It follows you and illuminates your movements. Surely this is true magic? Few humans know the secret of the Eye of the Storm (the Bear does but refuses to tell.)

Thanks to Incentive, the people behind **Driller** – a visual experience in itself, we can offer one SU reader the chance to experience The Eye of the Storm for his or her self.

The orb, containing electromagnetic particles and rare gasses, can be affected by the swish of your hand or sound or light to produce startling and beautiful blasts of weird coloured light. In short, it's very odd and very high-tech.

There are runners up prizes too. TWELVE second prize winners will each receive packs containing the game **Driller**, **Driller** posters and **Driller** stickers. Finally, FIFTY lucky third-prize winners will each get posters and stickers■



Competition

It's easy. All you have to do is put the four logos which Incentive has used over the years in order of appearance. A doddle! Closing date for entries is 1st February, 1988.* Send your coupon to SU 'Oh How Mysterious' Compo, Competition Mega Control, EMAP, 14 Holkham Road, Southgate, Orton, Peterborough PE2 0UF.

Name...

Address...

....

Answer

The first Incentive logo was logo [ ]. The second and third were [ ] and [ ] and the current logo is [ ]

*This competition is not open to EMAP or Incentive employees or the Bear . . .

INCENTIVE A

incentive SOFTWARE LTD B

ISL C

INCENTIVE D

IF you reckon we're talking rubbish don't just stand there . . .
Tell us what you
Stick your comments on paper, fill in and cut out the coupon below and send it in . . .
And if you don't send us your picture – the sillier the better – we'll have to print a picture of a slug

Bosconian Mastertronic

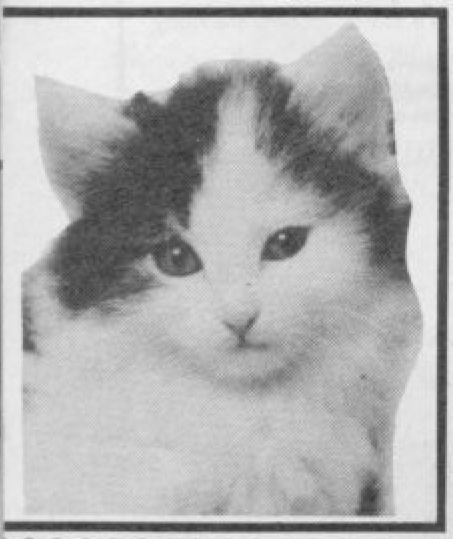
Cor!!! Blimey!!! You were spot on with your review of Bosconian. As soon as I got it home and slapped it into my +2, I was picking up fuel and blowing up everything in sight.

What a 128K soundtrack! This could go to number one!

The graphics are good and the scrolling is very smooth, it's got to be another winner for Binary Design■

Peter Cullen
Bournemouth
Dorset
Game Choice:
The Living Daylights





Bubble Bobble Firebird

Now then SU, what the hell do you mean by giving Bubble Bobble eight stars? It deserves at least a Classic!!!

All right, so the 48K soundtrack is just junk, and that's being generous, but gameplay, graphics and addictiveness more than make up for it!

It took me five hours to pluck up courage to turn it off!! Aaargh!!! I just realised that I'm on level 36!!!! Eight stars? Shame on you SU■

David Higgins
Folkestone
Kent
Game Choice:
720°

Indiana Jones and the Temple of Doom US Gold

An excellent conversion? Just about as good as possible?

Indiana Jones and the Temple of Doom **is trash!**

I'll really get my teeth into this one I thought, donning my cleft chin, hat and whip. But no, it's easier getting your gnashers into a concrete brick! I know monochrome is the fashion these days, but this is tedious. What with each sprite blending into anything else, naff sound and naff playability (it's much too difficult), the game is a real booby! Come on SU, how could you have given this nine stars? Indiana Jones and the Temple of Gloom **I'd have said■**

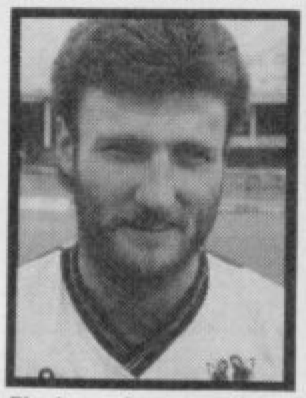
Matthew Starling
Southend on Sea
Essex
Game Choice:
Last Ninja



Bubble Bobble Firebird

I think Bubble Bobble is rubbish. The graphics are dreadful, the playing area's just lines, and with 48K you should get more screens.

The one good thing is the music, but that's only on the 128K, the 48K has no sound.



Playing the two-player game is very hard because the players are exactly the same.

Bubble Bobble is very bad, I would have given it one star.

By the way, Firebird has got the wrong plane for Flying Shark■

David Martin
Saltburn-by-Sea
Cleveland
Game Choice:
Gryzor



ATV Simulator Code Masters

Wow! It's great. In fact, it's the best £1.99 I have ever spent. The graphics are brill, well defined, and the movement is good. The sound is a little disappointing, but it does the job, and the actual title tune is what you'd expect from a full price game. This is a great follow up to Code Masters' BMX Simulator.

So if you have a spare £1.99 lying around the place, then rush out and buy it. You won't regret it■

Andrew Dewsall
Southgate
London
Game Choice:
Road Runner

Motos Mastertronic

Well wicked, awesome, humungous, wowee, incredible mega game! And what's the game I'm on about? Motos of course.

It's brilliant, I'm not drooling all day about it, but it's the best thing since musical Christmas cards. The game has an excellent tune on the 128K (wahay) and the game is just very addictive. This is a stupendous conversion of a fast and furious coin-op, sure it deserves *more* than a Classic?

Motos is a must buy, you won't be bored with this in a hurry. I'm glad the Spectrum still has a reputation for incredible games■

James Macauley
Retford
Nottinghamshire
Game Choice:
Trantor



Pro Ski Simulator Code Masters

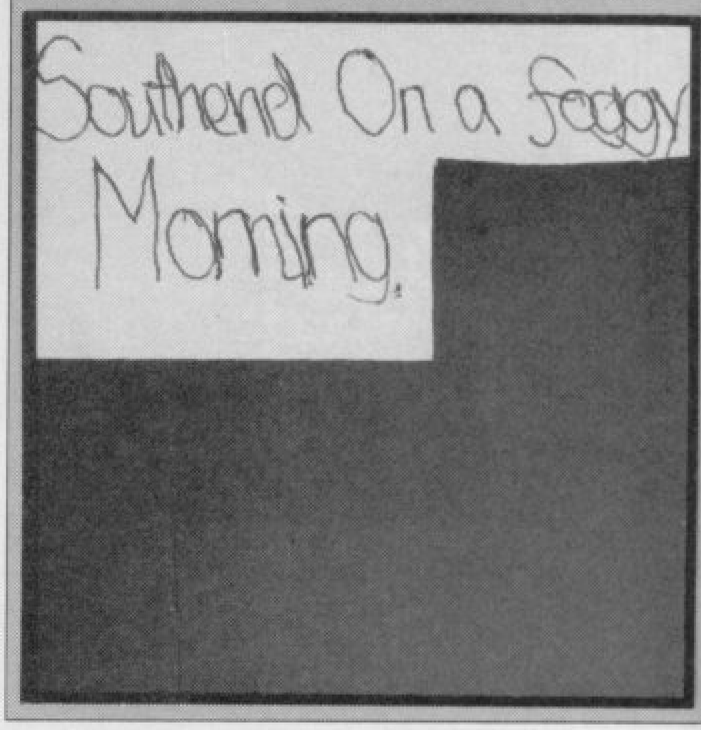
I think this game is brill, even though it takes some time to get used to the controls. The skier turns left when you push the joystick to the right and vice versa. You control the skier as he would see it, not as you see it on the screen. Once you've got the hang of it though, you can take part in either one- or two-player games.

There are seven slopes, which get progressively harder, with increasingly shorter time limits in which to complete them.

The only thing I think is wrong with the game is that the slopes scroll at a constant speed, and before you get used to the controls you will find yourself disappearing off the top of the screen.

Overall though, well worth the £1.99■

Darren Wheeler
Burgess Hill
West Sussex
Game Choice:
California Games





The WRITE STUFF?!



Indiana Jones and the Temple of Doom
US Gold

I agree with you that Indiana Jones and the Temple Doom is only worth nine stars. I would have given it ten, or even a Classic, if it wasn't quite so fast, and the scrolling was a little less jerky. But it is still worth the £8.99 asking price.

However, watch out, this is a multi-load game■

Steven Claridge
Brill
Bucks
Game Choice:
720°



Stormbringer
MAD

There are three words to describe Stormbringer. Brill, Ace and Skill. It has lovely graphics and I just lurrrv the way he bounces up and down. The menus are very quick and useful and much better than 501 keys to remember. One of the few gripes I do have is that the Save/Load option takes blooming ages and you can't pause the game for any reason, the computer just keeps on counting down. Not very useful if you are a grid mapper, but on the whole, a very, very good game■

Ian Miguel
Rotherham
South Yorkshire
Game Choice:
Game Over

● *Three whole words? Obviously this man is a journalist . . .*

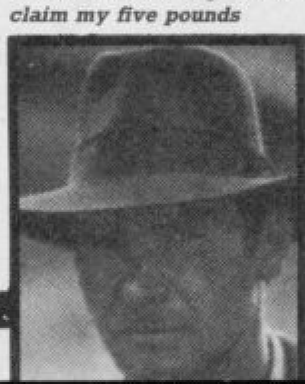
Game Over
Imagine

Cop dis, o nat so clever ones! I bought dis game afore ye, so I know best. You gave dis spiff game five stars. My pet granny would've got more than five stars. You should have given it at least seven. Admit-tidly, when I bought it I thought it was rather phatooee! (fat-oo-ee). The only really good point was the ad! Mais après lots of playing I can say I'm hooked. The colour clash is pretty and colourful, and adds psychedillia to the game. The graph's on Orko (the big Bernard Manning fing wot bounces around) and pretty skill (word of all words) and the game plays well.

Yup, a definite 7+ for dis one. Five stars – no good■

Jeff Gilliam
Westbridgeford
Nottingham
Game Choice:
California Games

● *You are Alan Sugar and I claim my five pounds*



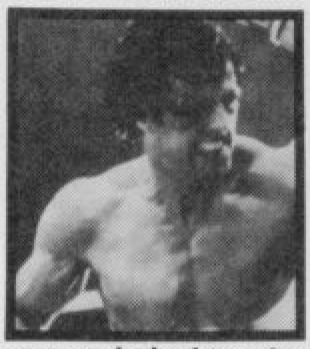
Deathwish III
Gremlin

Only seven stars, huh! This game, one of Gremlin's finest to date, should be a Classic.

The graphics of Charlie are quite cute. Try to shoot without a weapon and Charlie will face you and shrug his shoulders. Get hit with a club and Charlie shrivels and shrinks very nicely.

The medics are a good idea. The gun-toting cops are quite helpful too, shooting rioters for you. They are also quite stupid. Shooting at brick walls, how, how dumb can you get?

The status display is well laid out. The flak jacket filling up with bullet holes is a good way of displaying injury, although the small



map can be hard to understand.

The thoughts and ideas behind the game are excellent, and the games itself is one of the finest around today■

Darren Gourley
Glengormley
Co Antrim
Game Choice:
6 Pak Vol 2



Motos
MAD

Motos is really fun, the sort of game that needs absolutely no instruction or storyline to make it really enjoyable. The colour, the sound and the price are all excellent. For £2.99 it's a bargain, and it's a must for all of you out there who haven't bought it yet■

Stephen Keen
Enfield
Middlesex
Game Choice:
Barbarian



Soccer Boss
Alternative

I totally disagree with Graham Taylor's (not *the* Graham Taylor, late of Watford and now manager of Aston Villa?) review of Alternative's Soccer Boss. I think it leaves Football Manager standing. And as for things taking "hours to happen," if you're in the black the response is almost immediate. While I don't think it's the be all and end all of football strategy games, I think it deserves at least a 6, as opposed to Graham's 1■

George Rose
Cotgrave
Nottingham
Game Choice:
Vulcan

Superspint
Electric Dreams

Seven stars! How this game got seven stars I just don't know!! It doesn't deserve two. That's Supersprint from Electric Dreams.

This must be one of the dullest games I've ever played, let down by its small graphics and boring gameplay, plus it's well overpriced. It's not worth ten quid at all.

So save your ten quid and spend it on something playable■

Wayne Hodgson
Carlisle
Cumbria
Game Choice:
Renegade



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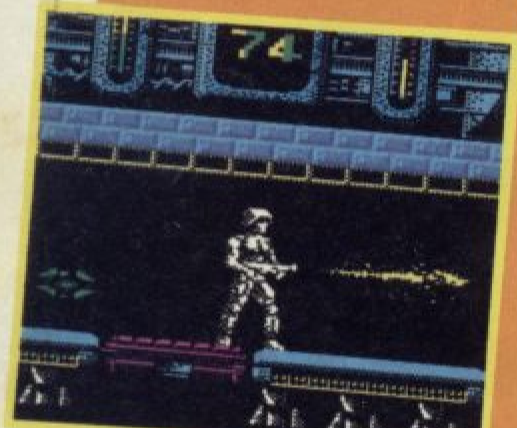
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HOT FULL PRICE

Trantor – the Last Stormtrooper is a colourful platforms thing from US Gold's new off-shoot Go! Freddy Hardest is Ocean's follow-up to Army Moves, again by Dinamic, and this time it's a wry cartoon-style scrolly. And Solid Gold is the fastest rising Christmas compilation



▲ HOT: TRANTOR



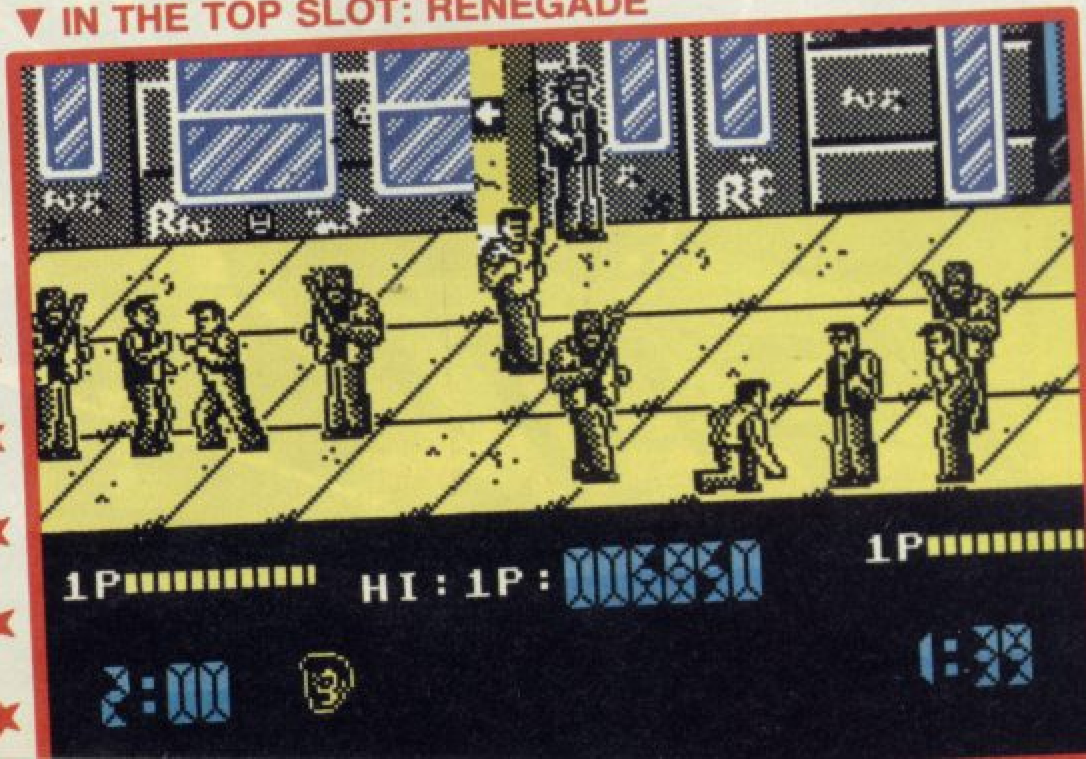
▲ HOT: SOLID GOLD



▲ HOT: FREDDY HARDEST

1	(1)	**RENEGADE** Violent, beautifully animated conversion	IMAGINE £8.95	8 STARS
2	(3)	**INDIANA JONES** Excellent conversion. Some quibbles but basically highly recommended	US GOLD £8.99	9 STARS
3	NEW!	**GAME, SET AND MATCH** Over 20 sports sims including most of the famous titles. Expensive though	OCEAN £12.95	8 STARS
4	NEW!	**COMPUTER HITS 10 VOL 4** Excellent compilation at a price which makes it an ideal stocking filler	BEAU JOLLY £9.99	9 STARS
5	(2)	**TAI PAN** Perhaps THE first real 128K game, a mixture of trading and arcading	OCEAN £7.95	9 STARS
6	(4)	**BUBBLE BOBBLE** Nauseatingly cute conversion but it's horribly addictive	FIREBIRD £7.95	8 STARS
7	NEW!	**WORLD CLASS LEADERBOARD** More maps 'n' things for this classic golf simulation.	US GOLD £8.99	9 STARS
8	NEW!	**COCONUT CAPERS** Bound to be well-received by Nipper fans everywhere.	GREMLIN £7.99	7 STARS
9	(8)	**PAPERBOY** Excellent conversion from the coin-op hit. Great	ELITE £7.95	10 STARS
10	(6)	**ROAD RUNNER** Straightforward chase game let down by small graphics	US GOLD £9.95	7 STARS
11	(13)	**LEADERBOARD** Deserves to take the simulation market by storm (CLASSIC)	US GOLD £9.95	10 STARS
12	(11)	**SIX PAK** Top value mix of oldies and one newie – varies from good to bad	ELITE £9.95	9 STARS
13	(5)	**EXOLON** Superb. The best game for ages (CLASSIC)	GREMLIN £7.95	10 STARS
14	NEW!	**MASK** Jampacked with puzzles to solve and enemies to destroy. Needs patience and some luck	GREMLIN £7.99	9 STARS
15	NEW!	**GUNSHIP** Highly impressive simulation. Enough action for non-simulation fans	MICROPROSE £9.95	9 STARS
16	(6)	**MERCENARY** Mix of vector graphics and 3D maze. Well worth the wait	NOVOGEN £9.95	8 STARS
17	(7)	**BARBARIAN** Top quality combat game. An essential program	PALACE £9.99	10 STARS
18	RE!	**LEADERBOARD TOURNAMENT** If you loved Leaderboard, you'll love this too	US GOLD £4.99	9 STARS
19	(10)	**F-15 STRIKE EAGLE** Emphasis firmly on accuracy of simulation rather than gameplay	MICROPROSE £9.95	6 STARS
20	RE!	**DEEPER DUNGEONS** More of the same monsters and traps from THE game	US GOLD £4.99	8 STARS

▼ IN THE TOP SLOT: RENEGADE



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ARCADE

1	GRAND PRIX SIMULATOR	CODE MASTERS
2	JOE BLADE	PLAYERS
3	RENEGADE	OCEAN
4	INDIANA JONES	US GOLD
5	BACK TO THE FUTURE	FIREBIRD

ADVENTURE

1	RIGEL'S REVENGE	MASTERTRONIC
2	SHADOWS OF MORDOR	MELBOURNE HOUSE
3	STAR WRECK	ALTERNATIVE
4	STAR BURST	ALTERNATIVE
5	THE PAWN	RAINBIRD

SIMULATION

1	FRUIT MACHINE SIMULATOR	CODE MASTERS
2	PRO SKI SIMULATOR	CODE MASTERS
3	ATV SIMULATOR	CODE MASTERS
4	SOCCER BOSS	ALTERNATIVE
5	BMX SIMULATOR	CODE MASTERS

BUDGET 10

1	(3)	**GRAND PRIX SIMULATOR** Superb follow-up to Grand Prix Simulator, reminiscent of Super Sprint	CODE MASTERS	£1.99	8 STARS
2	(2)	**JOE BLADE** A kind of scrolling arcade adventure with game elements to please everybody	PLAYERS	£1.99	8 STARS
3	NEW!	**FRUIT MACHINE SIMULATOR** Easily the best fruit machine simulation ever. Idiotically addictive	CODE MASTERS	£1.99	8 STARS
4	NEW	**PRO SKI SIMULATOR** An old idea played in a new way. Very well programmed	CODE MASTERS	£1.99	8 STARS
5	(1)	**ATV SIMULATOR** Cheap and friendly little simulator . . . Not brill, but OK	CODE MASTERS	£1.99	6 STARS
6	(4)	**SOCCER BOSS** Really awful rival for Football Manager. Don't even think about it	ALTERNATIVE	£1.99	1 STARS
7	(5)	**BACK TO THE FUTURE** Budget re-release, good for five or six minutes	FIREBIRD	£1.99	4 STARS
8	(6)	**DIZZY** Once you get cracking you'll never be able to let it lay for a moment	CODE MASTERS	£1.99	8 STARS
9	(8)	**BMX SIMULATOR** It's a genuine simulation – a biker's paradise with smooth slippery action	CODE MASTERS	£1.99	10 STARS
10	NEW!	**DRAUGHTS GENIUS** Nice conversion of an essentially insomnia-curing game. Pretty graphics	RACK-IT	£2.99	7 STARS

HOT BUDGET

Bosconian is Mastertronic's second coin-op convert (after Motos). Ocean Conquerer is the latest from Hewson's budget wing, Rack-It – and it's a first rate submarine warfare simulation. And Uchi Mata is a re-released Martech combat game.

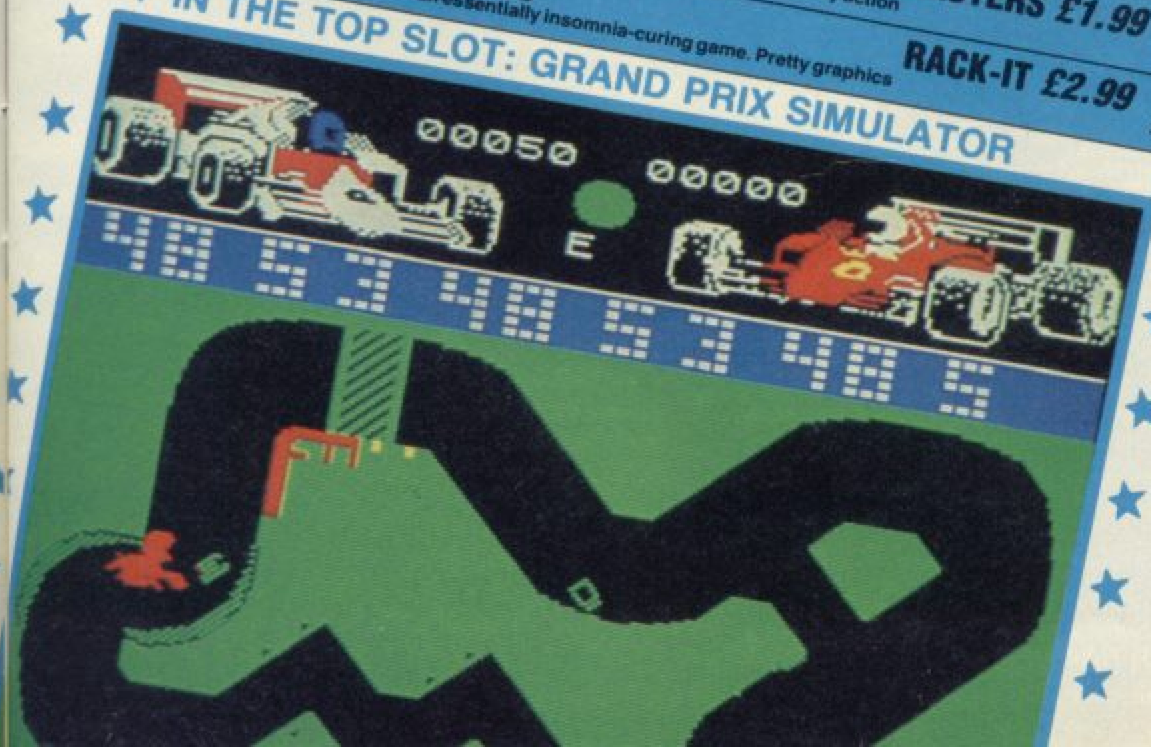


▲ HOT: UCHI MATA



▲ HOT: BOSCONIAN

▼ IN THE TOP SLOT: GRAND PRIX SIMULATOR

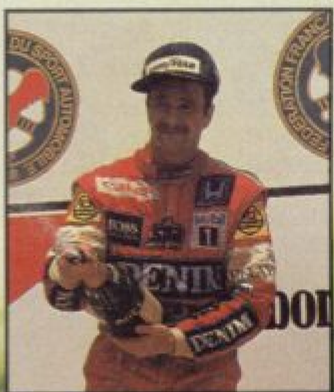


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Nigel Mansell celebrating victory.

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ADVENTURE

REVIEW

GNOME

HINTS AND TIPS

- **Ingrid gnever got anywhere without making friends**
- **She gnever believed everything she read!**
- **She wasgn't *always* kind to animals!**
- **She gnever seemed to get hungry**
- **And she could whistle for help!**

Cone on, admit it – you thought I'd drag out all the (gn. .) puns, didn't you? Well, gno way am I . . . oophs.

You'll have to have a strong stomach for such wit to play Level 9's new adventure **Gnome Ranger** – its first for ages. Level 9 manages to squeeze every ounce of life (or death) out of the joke.

The player's role is that of Ingrid Bottomlow of Gnettlefield. After attending the Institute of Gnome Economics (I did warn you), she returns home in time to be given the order of the Gnomic Boot in the best Gnome tradition, that is by receiving a Magic Scroll which has the effect of teleporting her many, many leagues from Gnettlefield . . .

The three-part adventure concerns your efforts, as Ingrid, to return home.

In each part, there's a different problem to be solved, as well as a different overall theme. In the first, the Evil Witch's Cottage blocks the way home, so she must be defeated. The theme here is Animal.

The second part is Vegetable, and so vegetables play a large part in solving the Riddle of the Shrinking Teaplant, while the third part is mineral, involving the return of precious stones.

Each part *is* fairly small. In the first story, for example, I've counted 30-odd locations, and many of these are described with little more than 'a grass plain'. Level 9 has used a favourite device to increase the apparent size of the map, and included circular exits in some locations which will keep returning players to the same location. There is also the obligatory maze.

'Pseudo intelligent characters', are a heavily advertised feature of the adventure.



Though not so much of an original feature as Level 9 would like us to beleive, you'll have to enlist the services of most of these characters to solve the puzzles, and it pays to think deeply about the attributes of each creature.

I didn't find these creatures particularly intelligent – they are there when you need them, react as they should once you know what they want (and they'll usually tell you) and wander about the landscape. Poor old Thorin was doing all that, many years ago.

Commands are comprehensive – all the usual

> Waterday 6th Juniper
> Institute of Gnome Economics
>
> I do gnot gnormally keep a diary, but this was given to me as a leaving present, and it would be a shame to waste it.
>
> This will be the only entry that I shall write at the Institute. Tomorrow I shall catch the stage coach for Little Moaning and will be home at Gnettlefield Farm the day after.

Ronnie goes to Hollywood

If you like *Spitting Image* style humour, and don't rate Ronnie Reagan as a world-class thinker, then you're going to love this wonderfully tacky little adventure from Eighth Day.

Eighth Day is a small outfit working using Gilsoft's **Quill** add-on utilities to turn out no-frills adventures at a very decent price.

But that doesn't stop them producing adventures which look more like they've had the attention of a whole dormitory full of backroom boys. Eighth Day scores consistently highly on both plot and on screen presentation, and has done for two or three years now.

The latest package from thei headquarters in deepest Merseyside is a subversive little number called **Ronnie Goes to Hollywood**, which is certain to get them top billing on the CIA's computer list of dangerous free radicals.

An irreverent treatment in words and pictures (text and graphics in other words) of the day-to-day tribulations of being the leader of the free world and having to run a country at the same time as getting your toupee to stay on. You have to juggle the problems of the world while keeping your popularity up and your truss straight.

If you don't perform properly (on television), then you run the very real danger of being impeached. That's an American word meaning you lose.

You begin the game safe and snug in your bed at the White House. Or not so safe, as there's a rather nasty looking limpet mine ticking away at the bottom of your bed. To action! Pausing only to find your wig, your truss and your clothes, you have to sally forth and deal with the White House Press Corps.

From the White House, your peregrinations will take you on a fascinating journey involving side trips to a message parlour, the headquarters of the CIA, the Russian Embassy, Ireland, Geneva and, of course, Hollywood. As the old sixties radicals used to say, make tracks not war.

Along the way, you are going to have to expose fiendish and utterly heinous plots by those infiltrating Commie chaps, and enlist the aid of those good ole boys, the all-American heroes, Frank Sinatra and his Italian buddies, the Seventh Cavalry and the Ku Klux Klan.

With that sort of help, how can you fail to make democracy safe for the world again?

The text is pretty straightforward, with clean,

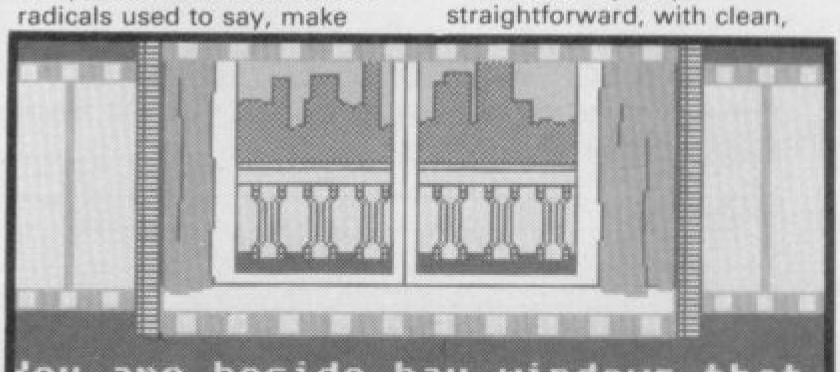
FACTS BOX

Excellent spoof adventure from a now well established budget company. Well worth the money

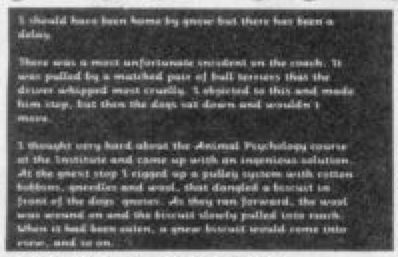
RONNIE GOES TO HOLLYWOOD
Label: Eighth Day, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7UH
Author: Michael White
Price: £3.99
Memory: 48K/128K

Reviewer: Gary Rook

★★★★★ ★★★★☆ **9**



RANGER



ones like *Examine* and *Inventory* are present along with *Again*, which repeats a command, *Wait* (a certain number of moves) and *Brief* and *Verbose*, which control the amount of text description you see.

The 128K version contains others like *Ramsave* and *Oops* (take back the last command).

Neither version has the digitised graphics which adorn some other machine versions.

The puzzles are in fact not very complex, consisting largely of the traditional object manipulating.

Despite the fact that the atmosphere in the adventure is largely conjured up by all the puzzle solving rather than any scene-setting, all the juggling with objects and characters tends to hide this fact, hood-winking the player into believing that more is going on than is actually the case.

FACTS BOX

So good to see Level 9 back again – with a return (after Mole) to its traditional adventure roots. Few innovations

GNOME RANGER
Label: Level 9
Author: in-house
Price: £9.95
Memory: 48K/128K
Joystick: not applicable

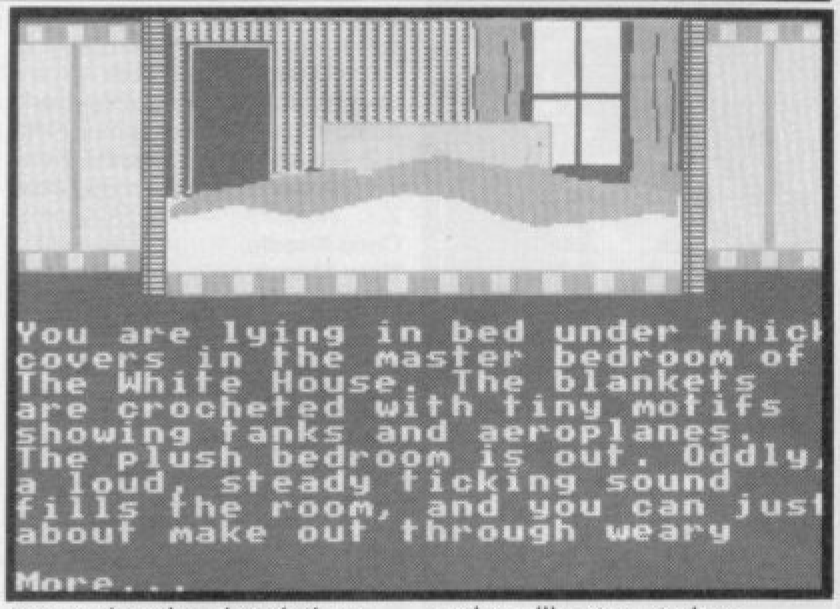
Reviewer: Tony Bridge

★★★★☆
★★★★☆ **8**

Despite some minor niggles it's great to have an all-new Level 9 title at last – displaying the same sense of gentle humour, plays on words and situation setting that made the earlier games so captivating. And it's certainly been a long time coming.

It's not the best thing Level 9's ever done. It's not any major step forward for adventure game technology, either.

But it's great to have them back■



snappy location descriptions and no superfluous persiflage (leave it out with the fancy stuff – Ed) or unnecessary words. The graphics, of which there are around fifteen, are excellent, each cleverly presented to look like frames from a movie.

Everything moves along at a fast pace, and there seem to be few problems communicating with the program.

Unfortunately, simply solving the adventure as such isn't enough with this program. At all times, you have to be constantly keeping an eye on your greatest enemy – the great American public. Yes, if your popularity ever falls below that of the latest game show host or cult guru, you could be in trouble. Become too unpopular, and you'll get ousted as president.

You can keep an eye on your popularity by typing in *Score*, which will tell you how many people love you and, every so often, you'll get the opportunity to make really important decisions about the day to day problems of running the world's greatest democracy. Various options will be presented on the White House computer screen, and it will be up to you to choose the right one.

It's all fairly zippy and amusing, as well as being subversive in the extreme. There is plenty to laugh at, as well as a fair amount to wince at.

An excellent spoof, in fact■

TWILIGHT ZONE

SARACEN

ARCADE Label: **Americana** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Badly designed Boulderdash-cum-Gauntlet rip-off. This is pre-ZX81 programming

Dear Anne Robinson, Why, oh why, oh why do software houses take pride in destroying reputations. Americana, which brought out the excellent re-releases Spiderman **and** Hulk **has now thrown** Saracen **into the lap of the nation.**

To imagine just how gross this terrible game really is, take Boulderdash**, and reshape the character into a stickman with a small head. Now give him two poses, one for standing still and one for running. Then change the scrolling so that it keeps up with him and make it scroll two character spaces at a time. Make the background black and the foreground blindingly white. Then sit and try to play it.**

Take all this, give it 40 easy-to-do levels and some spinning crosses to use as the enemy and you have Saracen**. Leave it alone unless you like buying completely useless trash to fill up space on your shelf. It's the** Great Space Race **of the budget world■**

★☆☆☆☆
☆☆☆☆☆ **1**

KNIGHT LORE

ARCADE Label: **Ricochet** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon (Who else? Who is it who gets nearly all the re-releases, eh?)**

Still regarded as one of the best filmation games ever released, and definitely a classic. At this price, get it

Ultimate was once the pioneer of the software industry. Remember how the Spectrum world went crazy when Sabre Wolf **and** Atic Atac **were let loose. And remember the stir that this game caused when it struck the tar and cement covered path (hit the streets to you, Mac). It was the first game to use the now familiar isometric 3D layout that we all know and luv. And it had, for its day, the most incredible cartoon-style graphics we'd yet seen. But the plot, the plot, my kingdom and half a jelly baby for the plot. After travelling back from Sabrewulf Forest, you come across Knightlore Castle. You enter with designs on killing the great wizard Melkhior. But all is not well, for when night falls you metamorphose into a werewolf. Aaargh. And I would just like to say that this is the best part of the game. The transformation. While walking around, you suddenly jerk and twist in a very amusing manner and reform as a werewolf. The graphics are still excellent with some great animation. A great bargain. Please – if there's anyone who doesn't already have this game – buy it and restore my faith in human nature■**

★★★★★
★★★★★ **10**

THE LAST WORD 128

WORK-OUT Label: **Trojan** Author: **Myrmidon, 53 Brunswick Road, Ealing, London W5 1AQ** Price: **£14.95 (tape)/£19.95 (disc)** Memory: **128K** Joystick: **none** Reviewer: **Chris Jenkins**

A very powerful and flexible wordprocessor for the 128K machines. An improvement on the original

Formerly published by the defunct Saga, The Last Word **has now been extensively revised and transferred to disc for the Plus 3. The original cut-down 48K cassette versions is still available too.**

The Last Word**'s great virtue is that it is very user-friendly. Unlike popular programs such as** Tasword**, you can jump straight into** The Last Word **without worrying too much about the complexities.**

The screen display offers four resolutions – 40, 48, 60 and 80 characters per line – so you get a clear display whatever the quality of your TV or monitor. If you type in 40-column mode, you can reformat in 80-column to check the structure of the document before you print out.

The Last Word **features all the facilities you could possibly want of a word processor – 148 character line length, 16 redefinable keys for UDGs, and over sixty easily located key commands for *Margins, Word Count, Search and Replace, Word Wrap, Block Delete, Copy and Move, Tabs, Case Changes, Justification* and so on.**

The Last Word **has a very uncluttered screen display with a three-line status display and twenty lines of text. Printer support is very flexible – Kempston 'E' interface, Epson printers, Interface 1, RS-232, TasPrint, DK'Tronics and so forth.**

Overall The Last Word **has a good claim to be as powerful as** Tasword+3 **or** The Writer**, and is arguably easier to use than either of them. At this reasonable price, it's very fortunate that Trojan has saved it from obscurity■**

★★★★★
★★★★☆ **9**

TELL IT



Send your letters to 'Tell it to the Bear', SU Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU

Dear whoever it is who runs the *Letters* page

Please could you tell everyone about our new fanzine. It's called *Zapper*, it's published monthly, and if you would like a copy it costs 50p (that includes postage and packing). There have been two issues so far. Please state which one you require.
Chris Leggett
Editor, *Zapper*
26 London Road
Hertford Heath
Herts SG13 7PN
● *OK Chris now when are you gong to produce the Kamikaze Bear Fanzine? I figure* War Bear *would be a good title . . .*

I've just thought of a great idea if you bunch of wombats ever get bored. Somebody pretends to be a copy of SU, and everyone else throws copies of the best game reviewed that month at them. Another person has to pick up the games that are strewn about the floor, and send them to me. If I like them then I'll keep them, but if I don't then you each send me two million pounds sterling for compensation and wasting my time.

If you don't print this letter, in your mag, then I'll come round to your idy-biddy office and sit in your wastepaper bin and sing. I won't do requests either.



This letter will not self destruct in five seconds unless I want it to.
Phil Robinson
Hook
Hants
PS I think I'll go and watch Blue Peter, and learn how to make a puppet Kamikazi Bear to fight the most terrible foul enemy . . . *Gordon the Goldfish. Farewell all . . .*
● *Ants eggs to you, weirdo*



Bear by Mark Jones of Bristol

I'm very interested in writing tunes on my new 128K+2 but I can't read music. Anyone got any listings I can type in?
K Norton
8 Devonshire Close
Staveley
Chesterfield
● *If you can help, tune in to the address above*

I'm starting a campaign to have Alan Sugar sacked instantly and replaced by Brian Clough.
Paul Lane
Castle Donnington
Nr Derby
PS I think the covers of SU are embarrassing.
● *Clough! Why send a man to do a bear's job. And having embarrassing covers isn't nearly as embarrassing as having no head. I've passed your name and address over to the Mad Celt . . . need I say more?*

Is there a Spectrum conversion of the coin-op **Double Dragon**?
Nik Herbert
Rowanfield
Cheltenham
● *Not so far as I know, but with the chart success of* **Renegade** *I'd say a conversion was inevitable. It'll be a fiercely fought-over licence. Don't expect the game until well into next year, though*

Please could you tell me what 'humungous' means, since I haven't got a clue. I looked it up in the dictionary and the closest work I could find was 'humus', which is some kind of mould you get on meat and veg.
Anon
Bonnyrigg
Scotland
● *But is he humungous? I don't blame you for shielding the world from your given name. What a dumb question – go bury yourself in the compost heap . . .*

I've been playing platform games like **Manic Miner** and **Monty Mole** for ages and what I really want now is a designer program that lets you design your own screens.
Carl Diggins
Orpington
Kent
● *It's going back a bit now but when* **Jet Set Willy** *was at its peak there were a number of mail-order firms selling 'Willy Designers' – maybe someone who reads this has one on tape. If so send it in and I'll pass it on to Carl (though it'd make it easier (!) Carl if you sent in your full address wouldn't it (!!) (Wottadummy)*

What the . . .? **Freddy Hardest** one of the hardest games? Your reviewer is mad.
Anon
Wilmslow
Cheshire
● *He may be mad – but at least he's got a name*

I read your review of **Freddy Hardest** and bought the game and although I like it very much I can't get the code number for Level 2.
Nick Sevenoaks
Raynes Park
London SW20



Thought you'd like to know the access code to Part 2 of **Freddy Hardest** – 897653.
Jeffrey Savage
Manchester M34

Also on **Freddy** the captain codes are Artex, Borax and Fenix – they change from ship to ship on each game.

I've completed both Parts 1 and 2 and at the end it says 'to be continued in **Freddy Hardest of South Manhatten.**
Paul 'Cheeze' Tinsley
Pill
Bristol BS20
PS Question: What's the difference between Jon Riglar and a mentally deficient elephant? Answer: Nothing

I am having difficulty in acquiring a Machine-Code Assembler program for the ZX Spectrum+2 128K. All the computer shops I have tried say there is one for the 48K Spectrum but they have never heard of such a program for the +2. I would like to know if there is such a program for the 128K+2.
Chris Keadle
New Milton
Hants
● *Try HiSoft, The Old School, Greenfield, Bedford MK45 5DE, or Gremlin, Alpha Houose, 10 Carver Street, Sheffield S1 4FS*



Concerning what is probably the best game ever written – my game **Soft and Cuddly** – I have so far received a few letters of complaint form misguided people concerned about the morality of the game.

I'm sick and tired of being called immoral, When I know true morality, a new sort of real love.
John George Jones
Programmer
Power House
● *This guy should show more humility. Yours truly will decide if a game is good or bad*

TO THE BEAR!



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

I was reading the high scores in November's issue and the highest score anyone could come up with for **Nemesis** was a mere 735,000. What an amateur effort!

I scored two million without cheating and could easily have got more. I still had two lives left but I got bored as it just sends you back to the start every time you complete it.

I can still only score a mere 100 or so at **Exolon** though.

John Doherty
Colchester
Essex

PS Hope I got your address right? I suppose if I haven't then you'll never know anyway.

● *Us Bear Stormtroopers would want to keep quiet about our scores if we could only score 100 at* ***Exolon****. John – you're a wimpo!*

Some lesser superheroes discover the last SU . . . (Thanks anon of Brighton)



Will the Spectrum 128K+3 be going on sale in the Republic of Ireland?

David Staines
Celbridge
Co Kildare
Eire

● *Right about now according to The Brentwood guys themselves . . .*

About three weeks ago I bought a Plus 3. I got it home, set it up and to my horror I found the sound was distorted in 128K mode. I also found it very difficult to *Load* games from tape and impossible to both *Save* and then *Load* back programs from tape. I took it back and tried six other Plus 3s – all the same.

Eventually I rang Amstrad and the person I spoke to said a modification was being made and to ring them back in a week's time. When I rang back a week later they denied any knowledge of any modification. And they also said they hadn't had any complaints about the Plus 3 at all.

Lee Cook
Plumstead
London SE18

● *It does seem there's a problem – which looks suspiciously like a design shortcoming, rather than a manufacturing problem. Maybe – if it's possible – Amstrad could offer a software 'patch' to existing owners to correct the fault (although that's not Amstrad's style). We're pushing Amstrad for more details of the problem and what it intends to do about it and we'll keep you in touch*



Just thought I'd send you a very early Christmas card.

S Jones
Anglesey
N Wales

● *The Mad Celt says: Peace and goodwill to all Celts everywhere*

Yo! You prats, you plonkers, you dimbos. In the edition of your meg-brill mag numero 67 you reviewed **Athena**. Nowt wrong with that you say. I agree, except that there was no star rating, plonkers.

Secondly, is Tony Dillon blind or something because on his review of **Grand Prix Simulator** he gave it eight (rating) when right next to it was seven stars.

Admit it, Gareth Jones is stoooopid.

Stephen Didcock
(Super Hip Cool Person)
Neston
S Wirral

Should be OK now. Kamikaze – ie me – will sort them out. I've never failed yet . . .

John Docherty (yes that famous person) and me (yes that not very famous person) are currently looking for help starting up a club called 'The ZX Spectrum Club'. The club will feature all the Spectrum machines apart from the horrible Z88.

If any of you human (sorry no Greatbellies allowed) out there are interested in helping little old us then we will warn you now NO CASH FOR YOU.

For more details of this wonderful club then send an sae to the address below.

Kenny Jarman
18 Poplar Close
Biggleswade
Beds SG18 0EW

I'm a new Spectrum 128K+2 owner and what I need are some games suitable for novice players. Most of the ten free games that came with the machine are far too difficult.

R Hill
Tewkesbury

● *Wot a wimp! Maybe you should steer clear of arcade style games altogether – they're obviously going to be bad for your heart. Try something with a bit more strategy in it – maybe something like* ***Rebel*** *from Virgin*

I'm writing to say how mega-fab your Mega-Mix tape was. Just thought you would like to know . . .

Andrew Parry
Holyhead
Gwynedd

● *Mean sounds, huh?*

SALAMANDER



OK. If you were one of those naughty people who said **Salamander** is just **Nemesis** with different scenery, raise your hand.

Come on. (Pause for sharp intake of breath whilst reviewer shamefacedly raises her hand).

Weeeellll, come on Konami, you've gotta admit there are certain similarities. The graphics and the gameplay to name but two.

But just because I have my feet firmly in the camp that says **Salamander** is just **Nemesis** with knobs on, it doesn't mean I'm not a fan. Far from it. I've stood there, forcing my ten-pences in the machine, trying desperately to fly through fire. So I was jolly pleased to see that Konami had done such a good conversion.

Yup, **Salamander** on the Spectrum is pretty spiffy, coming complete with all the add-ons that one would expect from such a sophisticated shoot-'em-up. It's pretty fast, incredibly tricky, and great fun to play. The End.

Hahahahaha. Only joking. C'mere, there's more.

Salamander involves flying one's little spaceship around the treacherous cavernous, scary landscapes, picking up



FACTS BOX

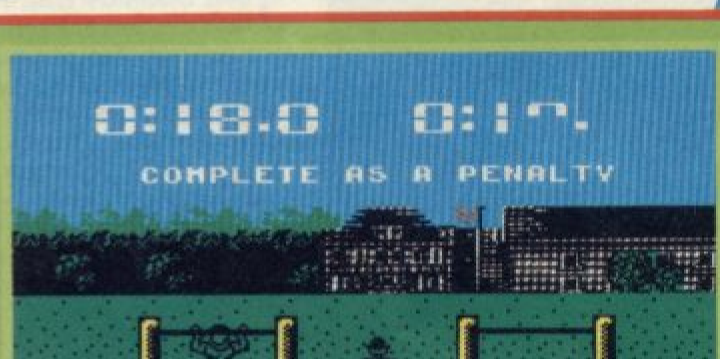
A well programmed conversion that should go down a treat with all shoot 'em up fans. Few levels and OKish sound

SALAMANDER
Label: Konami
Author: Andrew Glaister
Price: £8.95
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★☆ 8

COM SCH



Top Gun haircuts, too-tight T-shirts and serious deodorant bills. They're all here in **Combat School**, Ocean's upteenth coin-op convert. It's **Daley Thompson** with an Uzi.

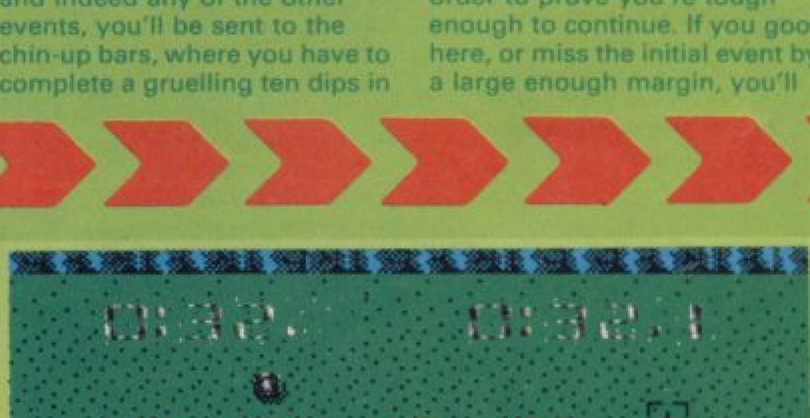
Combat School hasn't been in the arcades too long, but it's rep is one to be reckoned with. Managing to couple wrist/sapping sports-sim endurance challenges with a high-class military outing doesn't come top of the list of Easy Games to Design, but Konami (the original cabinet makers) and Ocean have done it.

The idea behind the game is that you (and a friend if you like) have been packed off to the academy to get trained up for war. In order to make it through to the elite ranks of the puce-berets – or something – you've got to complete seven events: an assault course, three firng ranges, the iron man race, arm wrestling and hand-to-hand combat.

First up it's the assault course. Nice graphics. The screen flips up two tracks, both viewed side on, one on top of the other. If you're on your own you've got 42 seconds to get from one end to the other. The screens scroll from right to left, and everything that moves moves very nicely indeed thankyou. It has to be said that I could get up an extraordinary power rating without actually moving anywhere, and occasionally found myself rooted to the spot after jumping a wall. Looks like a bug to me.

Having negotiated the three different sizes of wall in varying combinations, you come to the monkey-swing. Jump up and propel yourself using your hands. Then it's just a short burst to the line.

If you narrowly fail to complete the assault course, and indeed any of the other events, you'll be sent to the chin-up bars, where you have to complete a gruelling ten dips in order to prove you're tough enough to continue. If you goof here, or miss the initial event by a large enough margin, you'll





extra weaponry in order to blow the hell out of the large disgusting brain-like thing and thus progress to the next level.

What happens is this. To begin with we are in a black space, flying a white craft shooting at waves of white aliens. Bwrilliant. V dull, no colour, how appalling. This stage is absolutely simple. After one go you learn where the alien waves are coming from, making it easy-peasy to pick up every single bonus weapon under the sun.

And getting the weapons isn't even hard! You don't have to select! You just fly over them! (That's enough exclaiming for one day). The last ship in each wave will conveniently become an add-on for your ship, and once you've flown over it you're well equipped. Easy. But, my life, do you need all the equipment you can get?



PROGRAMMER

ANDREW GLAISTER is one of the Spectrum's longest established pro-grammers. He began when he was 15, and five years later he has over 30 programs under his belt

SOFTOGRAPHY: **Meteor**, **Basic Compiler** (*Softek*, 1983), **Warlords** (*Century*, 1984), **Tachyon Command** (*Century*, 1984), **Scuba Attack** (*Century*, 1984), **Legend** (*Century* 1984), **Fourth Protocol (Loads 1 & 2)** (*Century/ Hutchinson*, 1985), The Comet Game (*Firebird*, 1986), **Empire** (*Firebird*, 1986), **Jailbreak** (*Konami*, 1987).

Because now you're on to the exciting part, starting off with the bendy claws bit.

These are something of a pain. They grow out of the rock face, waving about the place, and smashing straight into the side of your tiny ship. Unless, of course, you shoot the flashing bit first. Each bendy claw has a flashing bit near its base, and only by shooting that can you kill it. but watch out. The flashing bit will almost certainly be tucked right next to a large lump of rock and, you've guessed it, bumping into the scenery means instant death.

Once past the bendy claws, life does not, unfairly I think, get easier. Now you have to face gun emplacements, chunks of scenery, teeth-sort of things,

ARCADE REVIEW

fire, flame, meteorites and other such fripperies. And so on, and so on, until you've whizzed your way through the levels to blow up the big thing at the end that squirts bubbles. (Don't ask about that, if you've seen the original, you'll know what I mean, if not, it's far too complicated to explain).

Salamander is a pretty impressive romp through space, keeping faithfully to the coin-op. It doesn't have as many levels as the original, though, and the sound's a bit plink-plink-fizz.

If you're a **Salamander** in the arcades fan, then you should be well pleased with **Salamander** on the Spectrum. If not you'll just like it because it's a good shoot-away.

And if you're a **Nemesis** fan, perhaps you'd just like to buy it to make sure it's just **Nemesis** with add ons■

BAT
OOL

be catching the next Greyhound bus back to Albuquerque.

The three firing ranges are similar in the respects that you find yourself at the bottom of the screen, spraying away at targets.

There is also the iron man race, which has you running like crazy over a top-bottom scrolling landscape littered with boulders, puddles and rivers. You've got to waggle left and right to maintain speed, but also negotiate the obstacles.

The graphics throughout **Combat School** are of a consistently high standard. The characters are large and well defined, and they move around quickly. The firing range is especially exciting.

Arm wrestling is probably the least exciting event, though it still provides a reasonable challenge. Waggling – again – for all you're worth, you have to bring down your opponent's arm. The screen is viewed from above and is OK to look at, but it's not exactly nail-biting stuff.

By far the best even is the combat with the instructor. Here you're given more control over your character and can punch, kick and jump to your heart's content.

In the unlikely even of you completing all the stages, you are deemed to be worthy of a place on a secret mission to rescue someone from the American Embassy in Bananarepublic – or somewhere. Innovative stuff, this plot. Of course I could tell you about it if I had got to it. But I didn't, so I can't.

Combat School, apart from what is looking fairly seriously like a bug at the start, is great. There is enough variety in the events to save it from being a terminally dull left-right waggle-yourself-to-death affair, and graphically it's the tops■

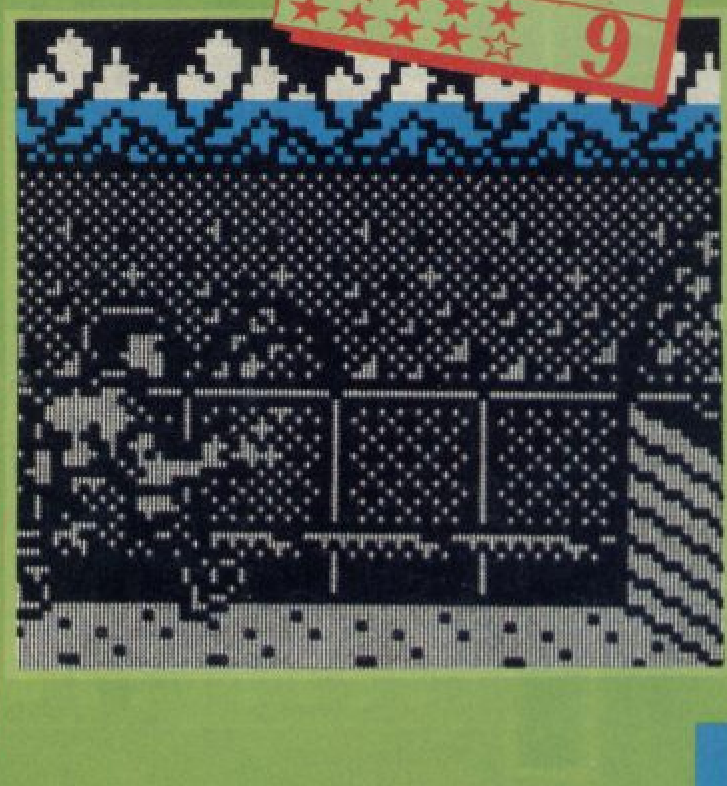


FACTS BOX

Ocean's coin-op conv hit No 345. And it's good stuff. Can they do no wrong? Knight Rider fades in the memory

COMBAT SCHOOL
Label: Ocean
Author: Andrew Deakin/ Mike Lamb/Ivan Horn/
Price: £7.95
Memory: 48K/128K
Joystick: various
Reviewer: [signature]

★★★★★★★★★☆ 9



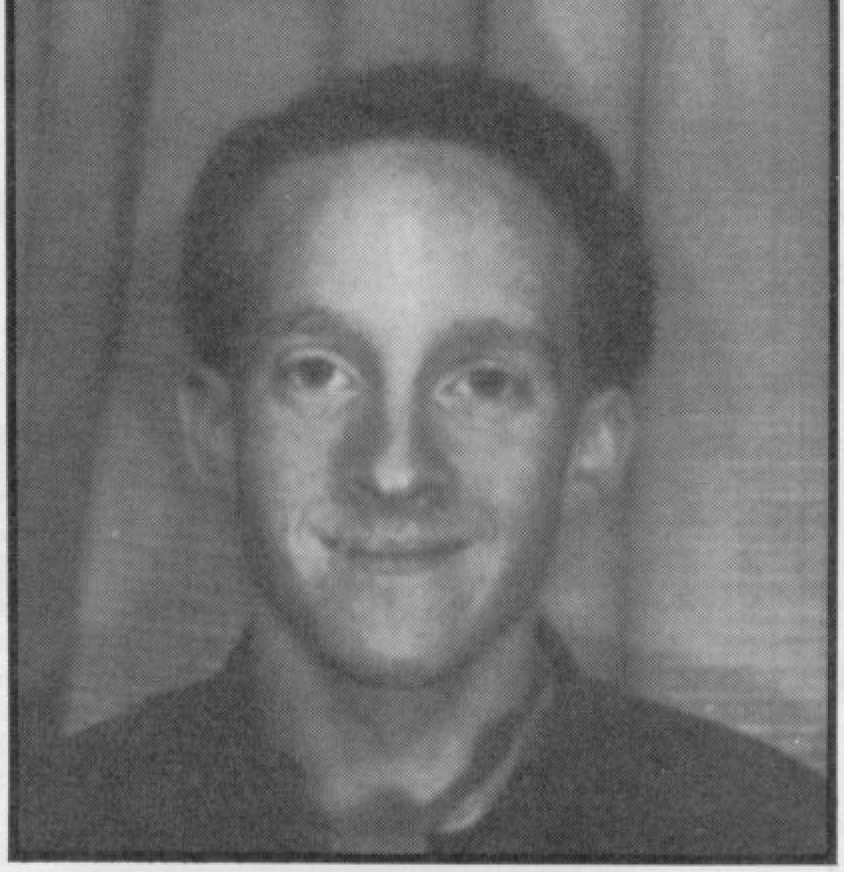
PROGRAMMERS

The programmers behind Combat School are **ANDREW DEAKIN, MIKE LAMB, IVAN HORN** and **DAVID WHITTAKER.** They've worked on a number of Ocean titles in the past and, with the exception of the freelance Whittaker are all full-time employees.

SOFTOGRAPHY: **ANDREW DEAKIN: Athena** (*Ocean*, 1987). **MIKE LAMB: Renegade** (*Ocean*, 1987), **Top Gun** (*Ocean*, 1986), **Arkanoid** (*Ocean*, 1987)


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C.O.D.E. T.A.L.K.



ANDREW GLAISTER

Andrew Glaister is an old-timer in programming circles. He began coding five years ago, when he was fifteen. To date he's written, he thinks, around thrity games, the most recent being Salamander **for Konami, reviewed this issue. This being a Christmasy sort of season, we talked to Andrew about computers, Christmas, and curiously enough, dishwashers . . .**

OK, quickly and in words of one syllable, how did you start programming and why?
I used to build radio sets and stuff, and computers were the next step. A ZX80 came my way, and I was off
You've written something like thirty games, pretty good going in five years. What were the first ones like?
I used to sell programs to a shop in Streatham. I made a lot of money, ten quid a throw, and I could do about four or five a night. Then I wrote Orbiter **for Silversoft which was really the first game for the Spectrum. I've been doing games ever since**



That's the boring bit over. Tell us about Chrimbo. What do you do at Christmas?
It's usually a big family do, lots of aunts and uncles, about half a dozen turkeys and a lot of booze. Pretty much like everyone else's Christmas I should have thought
So it's a case of watching the Queen and having a nap after some good nosh then?
No, we tend to play all those silly games that you'd never be seen dead playing at any other time of year. Charades, that sort of thing
Computer games championships?
No fear. I hate computer games. I've got about two cassettes at home, one of which is Uridium, **and I'm not saying about the other one**
So does the telly see use at all?
Not really, no. Television at Christmas is always dull, and I find I've usually seen all the films on video months before. Or last Christmas
You like films then?
Yes, I'm always off to the cinema, couldn't name an actor to save my life though, they all look alike
What would you least like to get for Christmas?
Not sure. Lots of things I would like. I guess the sort of presents I hate most are those that people get free. Like my dad works for a company that manufactures perfume, and everyone get perfume, bath salts and the like as presents. Yuk
What would you most like for Christmas then?



Something expensive, a Ferrari F40, although I don't really think I could afford the insurance
Do you have a car already?
Yep, it's a Peugeot 205. I love driving, it's my favourite thing, next to computers of course
Say someone gave you a record voucher for Chrimble. What would you go out and buy with it?
Anthing. I'm always buying records. Just recently I've got into U2. I always hated them while everyone else was raving on about Bono. Then I thought 'What the heck,' bought *The Joshua Tree,* and now I'm absolutely hooked
Anything you absolutely wouldn't buy?
Anything by Tom Jones. I just can't stand Tom Jones. And I don't like Christmas songs, things like Shakin' Stevens and Slade
Do you actually *like* Christmas?
Yes. It's really a time for little people. Once you get past about seven the fun goes out of it a bit. You start to realise that there's nowhere to go, that everything's shut. I love New Year. Going to Trafalgar Square is brilliant
What sort of presents are you going to give the family this year?
Well I usually leave buying presents until the last minute, but I thought I might buy a dish washing machine this year. My mum hates washing up
Are you going to take a lot of time off at Christmas?
Oh no, I feel awful if I'm not working, I have to get my hands on a computer at some point. I haven't had a holiday for ages. One day perhaps I'll just go to America, and drive from coast to coast. I'd enjoy that
And you'd get away from programming for a bit
Oh no. I've got a couple of portables. I couldn't not do anything. I'd get really behind
Which of your many games are you least proud of?
Oh God, it was a game called The Comet Game **for Firebird, and it was designed by someone important at Firebird. I only did the programming honest! It was dreadful. Made lots of money though**
Which program would you most like to have been responsible for?
Easy. Elite. **It made lots and lots of money**
Funny, everyone else says that . . .

SOFTOGRAPHY: ZX81 Hedgehog and Co (1K Games, 1981), Invaders (Silversoft, 1981), Asteroids (Silversoft, 1982), Drop Out (Silversoft, 1982), Muncher (Silversoft, 1982), SPECTRUM Orbitor (Silversoft, 1983;, Joust (Softek, 1983), Meteor (Softek, 1983), Basic Compiler (Softek, 1983), Warlords (Century, 1984), Tachyon Command (Century, 1984), Scuba Attack (Century, 1984), Legend (Century 1984), Fourth Protocol (Loads 1 & 2) (Century/Hutchinson, 1985), The Comet Game (Firebird, 1986), Empire (Firebird, 1986), Jailbreak (Konami, 1987). Also a number of PC utility packages for Woodpecker

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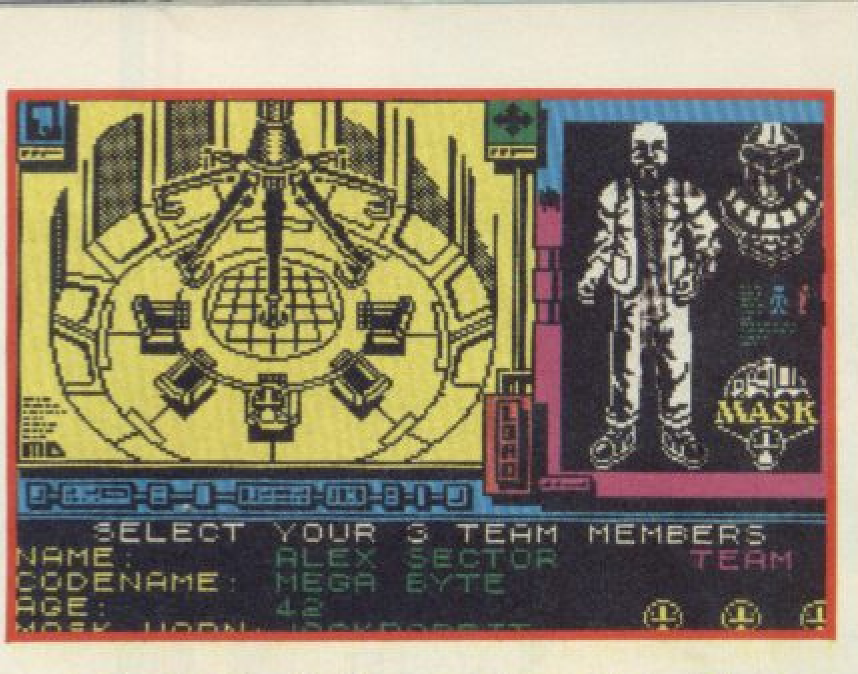
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ARCADE REVIEW





Matt Trakker is one of those good, clean, all-American, cleft-chin individuals who you just know is going to put things right. So when VENOM start kicking up the most almighty fuss, it's going to be Matt who gets in there and sorts the rotten so and sos out.

But what happens when there are just too many bad guys for our hero? You get a team together boy.

That's what Gremlin's **MASK II** is all about really. Teamwork. The game is made up of three missions, each mission requiring different agents to complete it successfuly. successfully.

MASK headquarters is at Boulder Hill, and it's here, in the MASK canteen, or something similar, that all the agents are sitting rapping at the end of a long hard day. Suddenly, an alert warning flashes on the screen, followed by one of the three mission briefings. Choose a mission, and then select your agents, using the MASK computer. A MASK icon can be moved around the screen, and as it touches each agent's chair, a picture of him will be built up on the right-hand side, together with details of his vehicle and his codename.

Once you've chosen three agents, you load in the mission, and off you go. Because each mission takes place in very different terrains, you need to make sure that you have the right agents with the right vehicles. Matt's car becomes a jet, the motorbike becomes a helicopter and the big truck thingy becomes a hydroplane. Not that a hydroplane would be much use to you in a jungle, mind, so you can forget that one for a start.

Now comes the real skill, as you hurtle across the landscape, scrolling at furious speed into all those evil VENOM agents, using the appropriate vehicle at the appropriate moment. No use trying to drive your motorbike through the river – better change to the speed boat instead. Luckily, the vehicles convert themselves to appropriate form automatically.

Apart from that, the gameplay is what one would expect. High speed chases across desert and jungle locations, with a good look at the VENOM base itself to boot. And very good it looks too. The graphics are nice and big, and a lot of the VENOM agents appear to drive Renault 5s, which made me think that they can't be as bad as everone makes out.

On the chase around the town level, **MASK II** is great. It's fast, furious, and mighty tricky. Just keep going and firing, and maybe you'll get to the end, maybe not. And if you take into consideration the nifty selection process, which is truly impressive to look at, not to mention the necessity of changing between vehicles are precisely the right moment, then you have yourself a pretty whacky game■

PROGRAMMERS
COLIN DOOLEY and CHRIS KELLY are regular programmers at Gremlin Graphics, who converted the original C64 code, originated by US company Mindscape, on to the Z80 machines
SOFTOGRAPHY: **Chris Kerry: Way of the Tiger** (*Gremlin*, 1986), **Avenger** (*Gremlin*, 1986), **Trailblazer** (*Gremlin*, 1987), **Bounder** (*Gremlin*, 1987), **Thing Bounces Back** (*Gremlin*, 1987)
SOFTOGRAPHY: **Colin Dooley: Trailblazer** (*Gremlin*, 1987), **Thing Bounces Back** (*Gremlin*, 1987)

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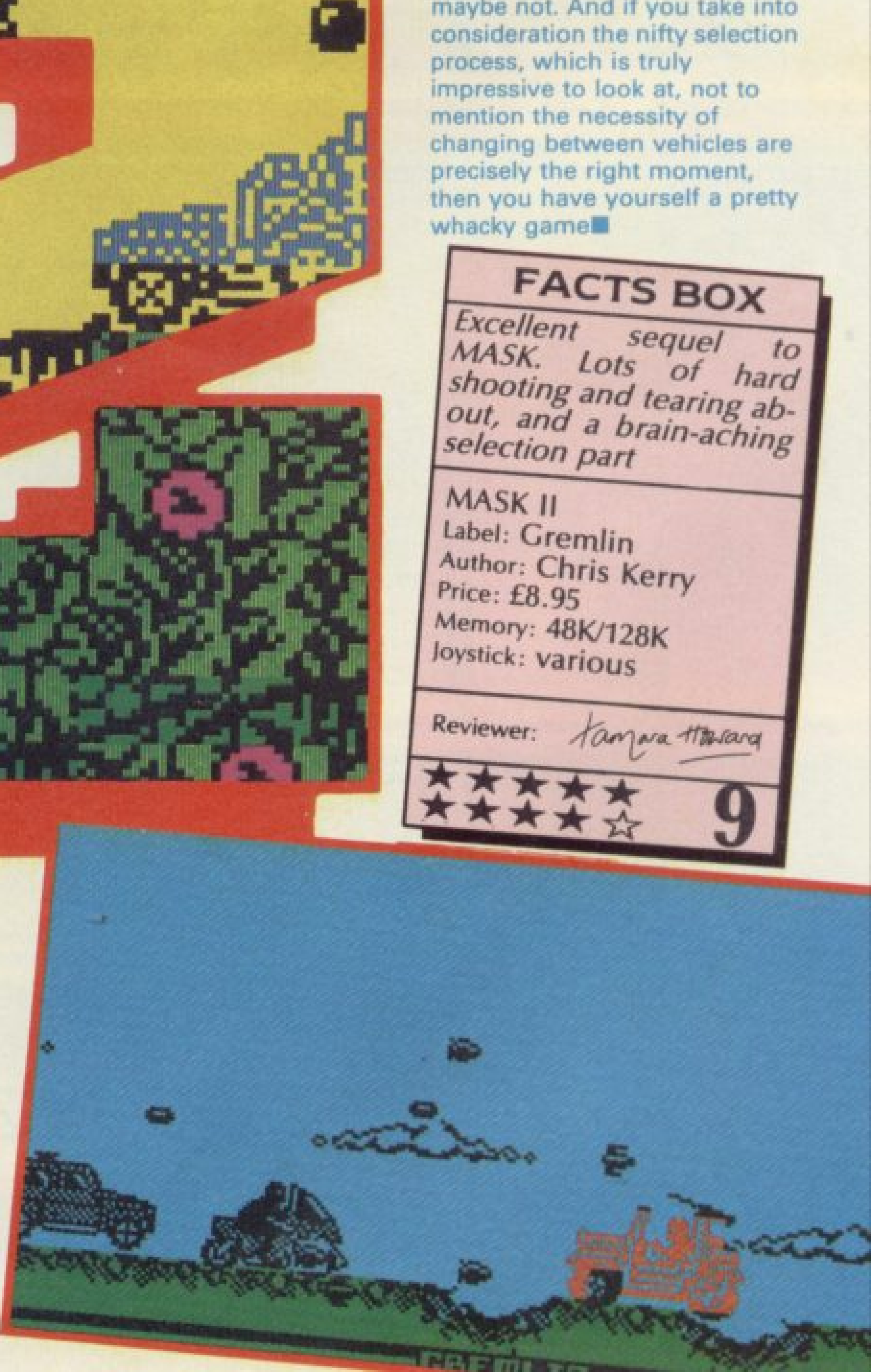
Excellent sequel to MASK. Lots of hard shooting and tearing about, and a brain-aching selection part

MASK II
Label: Gremlin
Author: Chris Kerry
Price: £8.95
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★★★★★★☆ 9





SURGERY

Sinclair Surgery

Spectrum on the blink? Rupert Goodwins has a cure

The Printer don't print

I've recently replaced my Spectrum 48K with a Spectrum 128K, and I'm using the same interface (Kempston Centronics) with my Epson RX80 printer. But in 128K mode the printer will not work, although it works normally in 48K mode. What can I do to rectify this?

Also how can I obtain a 'buffer' for the printer so that I can get on with the next task while the printer is printing the last instructions?

C. B. Taylor
Skipton
North Yorkshire

● *The Kempston Interface you have makes assumptions about the Spectrum, like how the* Lprint *command works and how the computer organises its memory. These assumptions work with 48K Spectrums and with the 128K Spectrum in 48K mode. in 128K mode though, lots of things change in order to accommodate the extra memory and other additions that come with the new computer, and the old interfaces will no longer work. There is nothing you can do about this, except to buy a new interface. Alternatively, since the 128K Spectrum has a built-in serial printer interface, you could get a serial-to-parallel converter. But this will only work in 128K mode, so perhaps a 128K compatible interface would be your best option.*

Any standard Centronics printer buffer will work with your setup. I've recently used one called the 'Microstuffer', and can recommend it as a useful piece of hardware.

In and Out get shaken about

I recently attempted to use my Interface One and Microdive (sic) with a DK'Tronics 3 channel Sound Synthesiser on my Spectrum +. Everything worked OK, until I tried to enter the *In* and *Out* commands used to operate the Sound Synth, and I found that they would sometimes cause the system to crash.

I tried the Sound Synth on its own and it worked perfectly. But if I tried the Interface One and Microdive (sic again) on this own with the *In* and *Out* commands they still crashed. All the Basic commands seem OK.

Is my computer wrong, or is there something up with the Interface One?

Kevin Kennedy
Montrose
Angus

● *In and Out are commands that, like Poke, can unlease truly awesome destructive power. On the standard unexpanded Spectrum or Spectrum + they are by and large harmless. Hang an Interface One on to a Spectrum, and you can confuse the entire system with an injudicious Out. With Spectrum 128s or later, Ins and Outs are capable of comprehensively scrambling the poor blighters' brains.*

The DK'Tronics Sound Synth was conceived and sold in those halcyon days when the very height of computer ownership was a 48K Spectrum with a joystick interface. The joys of microdrives came a little later, and as a result some of the Ins and Outs used by the Sound Synth can mess up an otherwise faultless Interface One. We in the trade call it progress...

What's up with The Artist II?

Can you or any of your readers help me with a problem I am having in printing from Softek **Artist II**?

I have a 128+2 and a Samleco DX85 Epsom compatible Centronics parallel printer with an RS232C serial interface cartridge working from a ZX Interface One. All of this functions perfectly with the **Writer** using the default option for Interface One.

However, the **Artist II** manual states that upon loading it asks if you are using a Kempston E interface, Opus or any other, which on my version of the software is the AMX Mouse! The documentation goes on to say that the Basic part of the program can be modified to cope with most other printer interfaces, and then says that it will work with all Epsom compatible printers without modification. I'm confused by this, to say the least. I'm not a programmer, so I can't modify the program.

Is the answer to buy a Kempston interface, and how will this work with the Interface One and my existing software?

J. F. Howell
Coombe Dingle
Bristol

● *Since the program manual says that only the Basic part of the software needs to be modified to work with different printer interfaces, it follows that all the printer functions are accessed from Basic. Most printer interfaces (like the Kempston) are designed to mesh with Basic in such a way as to mirror the normal commands used by the Spectrum and Interface One.*

So most Kempston-type printer commands will work unaltered with the standard Interface One; if you select the Kempston option for a program you'll have a good chance that it will work. And you don't have to be a programmer to modify a program. If you look at the Basic part of **Artist II**, *you'll find the lines that send stuff to the printer easily enough as they'll have* Lprint *or* Print # *commands in them. Comparing the way these lines are put together with the example lines of program given in the Interface One manual should reveal both how the Softek programmers send information to a printer and how to change the program so that it works with the Interface One system.*

Printers and Wafadrives

I have recently bought a Rotronics Wafadrive. Can I connect a modem to the RS232 port, and if so which one? Also, which printers will work with the Centronics interface?

D. Smith
Belmont
Durham

● *No, modems will not work properly with the RS232 port, as for most communications purposes the response time on the Rotronics interface is inadequate. If you want to use a modem, you'll either have to get hold of a Spectrum specific unit like the VTX5000 or the Spectre Comms Pack interface. Micronet 800 usually have good offers for that sort of thing; they're on 01-278 3143.*

Any normal parallel/ Centronics interface printer will work with the Rotronics interface.

What's new with my Spectrum?

I've got a Spectrum 48/128K (eh? RG) Saga Elite keyboard, Interface One, two microdrives, ZX LPRINT III and a Brother M1109 printer. The symptoms are that the Spectrum will suddenly *New* itself without any keys or hardware being touched, the keyboard will suddenly go dead, the screen will fill with coloured squares or the error code 'Microdrive not present' will appear when the microdrive is both present and correct.

I've tried a different Spectrum, Interface One, printer interface and swearing. Some nights the computer behaves perfectly, others it goes wrong after a minute or an hour.

R. V. Cook
Eastleaze
Wilts

● *A classic case of unruly electrons! Since you've changed everything else, the problem has to be the power supply. You either have an unsatisfactory mains supply, or the power supply unit itself is at fault.*

The first problem is a little more likely. If you're at the end of a distribution line your mains voltage can be quite different from the standard 240 volts, especially when the commercial break comes on during Coronation Street *and everybody plugs in kettles. Also, if your Spectrum is sharing a mains circuit with a heater or similarly greedy machine it can be sensitive to spikes of high voltage that happen when the appliance switches on. A symptom of this problem is your hi-fi or radio crackling a lot (when not playing* East Enders' *records).*

Answer – buy a mains conditioner. This plugs in between your Spectrum and the mains and cleans up any electronic nastiness that might appear on the supply. But first try running your Spectrum from a different mains socket, if possible on a different floor. I leave it to you to explain to everybody why your Spectrum is in the bathroom...

The second problem is best diagnosed by trying a different power supply, or by gently waggling the leads where they enter the black box (where most intermittent faults can be found). If this is the problem, you'll find it cheaper and quicker to get the fault fixed locally. The power supply is a simple circuit using standard components which any repair set-up will have■

VERY SILLY FESTIVE

RULES
You begin the game with 25p. Choose the best answer to each question then look up on the score chart how much money – either plus or minus – your choice has made/cost you.

If your money drops below zero you lose. Completely. Utterly. (Not like real life of course where you would book ads you couldn't afford offering products you couldn't supply taking money you have no intention of returning.)

Get a dice and throw it when asked. Get a ruler and measure things when asked. Get a squeezy bottle.

1 STARTING OUT

You are 12. You are fantastically interested in computers and unlike all your mates who only ever use the keyboard to type *Pokes* in, you know a bit about programming. You have written a game you've called **Bonky**. It's all bouncing up a pyramid of squares turning each one a different colour by landing on it. Your friends all say it is great, privately you think it is complete um . . . crud. What do you do now?

a) Nothing. You would rather continue with your education and go into serious programming later on.

b) Nothing. You are afraid the software house will realise that **Bonky** is really only a thinly disguised QBert and will reject it utterly.

c) Send it off to a small software house called Bogginsoft which advertises in the local paper and says "Give us your games, cash paid, please enclose £5 evaluation fee."

d) Send it to a major budget software house, with a neat letter not mentioning the game's close resemblance to QBert.

2 THE NEXT STEP

You have been asked to produce a major game for the software house to go out at full price. Time is short and it's all up to you. What next?

a) You decide to rip off the Gauntlet source code, change the shapes a bit and call it Alien Maze

b) As **a)** above except you also put in a wall blast option.

c) As **b)** above except you also put in 'magic fireballs' that bounce around the walls.

d) As **c)** above except that you put in an extra character 'Doggo the robot hound'.

3 BECOME A TEAM

The software house thinks your coding is great but your graphics are completely naff. They bring in Sebastian Ting, a graphics designer who wears red braces, to work with you. What is the first thing you do?

a) Tell the software house you won't work with anyone else – people in red braces especially.

b) Say 'Hi', greet him warmly, go out for a burger or two. Listen to his concepts.

c) Do the game title page immediately. Make sure his credit is hidden right at the very bottom white *Ink* on yellow *Paper*.

d) Put a secret code in his Sprite Design Program that means all his fantastic cartoon-like characters gain large, pink and worst of all, wobbling bits whenever he shows his work to anyone important.

4 THE PRESS

You read a review of **Bonky** which says "This is complete um . . . crud just a pathetic rip-off of QBert with terrible graphics. Don't even buy it on budget." You read another review which says "QBert always was a great game and this takes it and makes it even better!" You feel you want to say something to the two journalists concerned what do you do?

a) Ring each one up. Complain about the slagging and offer your thanks for the praise.

b) Ring neither up. Say nothing.

c) Ring each one up. Agree with elements of the slagging saying the reviewer made 'some fair points' and offer humble thanks for the praise.

d) Ring up the slagger only.

e) Ring up the praiser only.

5 THE BIG LICENCE

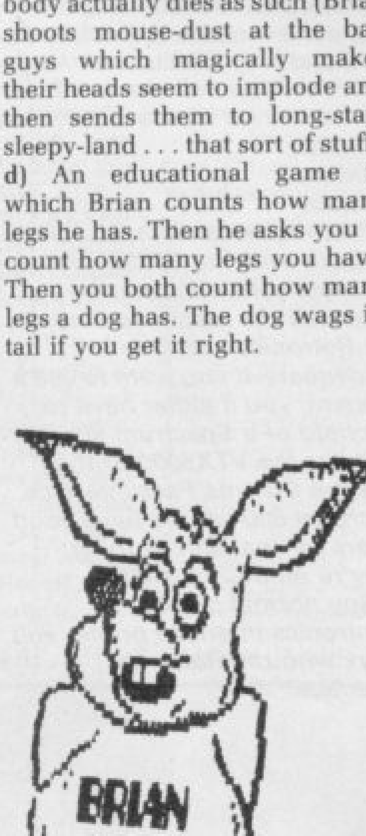
Your software house has bought the computer game rights to the fantastically successful television cartoon series "Brian the Mouse" (. . .OK, it was a bit of a surprise success . . .) You and Sebastian will both work on the game design and the Spectrum version. What sort of game is Brian the Mouse going to be?

a) An adventure with graphics featuring an intelligent parser capable of understanding up to 37 nested self-referential statements.

b) A shoot-'em-up with lots of violence and mayhem.

c) A shoot-'em-up but wher nobody actually dies as such (Brian shoots mouse-dust at the bad guys which magically makes their heads seem to implode and then sends them to long-stay-sleepy-land . . . that sort of stuff.)

d) An educational game in which Brian counts how many legs he has. Then he asks you to count how many legs you have. Then you both count how many legs a dog has. The dog wags its tail if you get it right.





SO YOU REALLY DO WANT TO BE A VERY RICH PROGRAMMER?

This fabulous quiz will keep you entertained over Christmas long after your mighty Transformers Warrior Attack Tactical Squad (T.W.A.T.S.) has been smashed to bits by the My Little Pony formation battalion.

The incredible (you'll really believe it's true) SU quiz needs no batteries – only a dice which you should throw when asked. Make sure you don't cheat, write down the real throw – we can't check on everybody but the SU roving detector van *will* be conducting spot checks. If we do arrive at your house and catch you cheating you'll get an interview with Kamikaze Bear . . .

ANSWERS

the character alone (Are you sure about this one . . . Ed)

7 a) (−£5,000) No because the journalist will tell everyone else b) (−£500) No because you can easily fool reviewers but not the zillions of people who will write in to the mag and tell them . . . c) (+£5,000) Yes no-one ever thinks the reason they can't complete a game is the game's fault. Now duff joysticks, feeling a bit ill, being interrupted . . . d) (+£10) Yes. This is a bit lame but is, by far, the most popular excuse

8 a) (−£10,000) No. Who'd play a game in which the proudest boast you could make was "I scored 1,000"? b) (−£1,000) No. As above this is a bit better but . . . c) (−£500) No. Nope. d) (+ £500) Yes. Not only does this have the virtue of sounding enormous but it also has the virtue of having a lot of nines in it. As we all know nines are very popular . . . £1.99 £8.99 £139.99 and the ultra-fab £9.99.

9 a) (−£100) No. You can do as good work as you like but the software house isn't going to help you set up in competition, is it dummy? b) (−£100) No. Banks hate the software industry and won't lend you a penny c) (+£50,000) Yes, this handy technique has been used time and time again to stitch up software houses and gets lotsa money d) (−£20,000) No. You're obviously a completely hopeless wimp

10 a) (−£10,000) No, I don't think you had too much trouble with that one did you? b) (−£1,000) No. It will make everybody think you're American and that therefore your software is very dully and very serious c) (−£10,000) No. Great name isn't it? *Smash Hits* thinks so too. So do its lawyers d) (±£10,000) Yes. It's stupid, it's obvious

11 a) (−£100) No. Nobody gets good games this way anymore) b) (−£50,000) No. The age of big licences is over and you missed the boat c) (−£1,000) No. The journalists will love you, the people who buy your games will love you but the big chain stores have never heard of any of your stuff and you will go broke because they won't take it d) (+ £100,000) Yes. Selling out to a bigger company is always a good way of making big cash

12 a) (−£1,000) No. Life isn't like that b) (+£2,000) Yes. Happens all the time c) (+£1,000) Have you ever met a programmer? d) (+£1,000) Yes. Even more true and it'll cost you far less (Couldn't resist the plug)

13 Sorry about this one. If you answered at all – a), b) or c) subtract £500 from your score. If you answered d) subtract £2,000

QUIZ!!

6 QUALITY CONTROL

The game is nearly finished. You are working on the graphic display – you have a choice of two different display styles. See A or B above. If you go for A it will make the game a bit late and a special 'on-time' bonus of £1,000 you negotiated with the software house will be forfeited. What do you do?

a) Pick A.
b) Pick B.

7 MORE GAMES

You have written a really difficult shoot-'em-up called **Fireforce** (it is a loose rip-off of the *Fire Fox* films and has a little Clint Eastwood sprite smoking a cheroot in it.) The game looks good but a magazine calls you and asks how many levels there are in the game. There are only three. What do you say?

a) Tell the truth.

b) Say there are five hundred – journalists hardly ever get past Level 2 anyway.

c) Say there are five hundred and make the third and final level absolutely impossible to get through.

d) Say you can't remember. 'Quite a few.'





HOW DID YOU RATE?

–£100,000 or less
Unspeakably appalling. Please leave. I'm afraid what you've got might be catching
–£30,000 or less
Totally and utterly hopeless. You'd best stick to playing games but you're probably naff at 'em too
–£5,000 to zero
It's a wonder they let you cross the streets on your own (perhaps they don't. You obviously have no future in software. Actually there were once a lot of people like you doing ZX81 software . . .
Zero to £1,000
Not bad really, though that the amount you made was hardly worth the time and trouble really was it? I mean you could make more on a paper round
£1,000 to £10,000
Quite good. Maybe you can do well enough to persuade a large but stupid organisation to buy your company. It'll turn you into a healthy loss maker
£10,000–£50,000
Woh! Impressive! Carry on like this and someday you could be Code Masters!
£50,000+
Now let's not be silly shall we. Either a) you were cheating or b) you are, in fact, Code Masters
£200,000+
Either you can't add up or you are IBM and probably both. The Bear is very angry . . .

8 PLAYING TIPS

What should the maximum score on **Fireforce** be?

a) 1,000 points
b) 10,000 points
c) 100,000 points
d) 9,999,999 points

9 THE NEXT MOVE

You've had some fun but you haven't really made that much money. It's time to branch out on your own and form your own company.

How do you make your next move?

a) Finish Brian the Mouse making it as good as you can and ask the software house if they will set you up as an independent company.

b) Finish Brian the Mouse, take your fee and bonus and approach the bank for the rest of the money.

c) Stop work on Brian the mouse. Hide all the code. Tell the software house you will not finish the game unless they hand over £50,000 right now.

d) Wait until you have earnt enough to set up without borrowing any money from anyone.

10 YOU ARE A SOFTWARE HOUSE!

Trouble is now it needs a name. Which will you choose?

a) Belgium Soft.
b) The Software Corporation.
c) Smash Hits Software.
d) Fabsoft!!

11 CASH! CASH! CASH!

Having become a software house you need some games to release

a) Place adverts in the press inviting people to send you their games.

b) To establish your name you buy an expensive licence – another 'Brian the Mouse'.

c) Just concentrate on writing a small number of good quality original product and not worry about big licences.

d) Put out a couple of games that are good enough to be quite successful and then sell the marketing and sales sides to another, much bigger, software house.

12 PHILOSOPHICAL CONCLUSION

What moral do you draw from all this stuff?

a) Good games are all you need.

b) Buy cheap. Sell dear. Ignore complaints. Disappear to foreign climes if things get tricky.

c) It's better not to be a computer game programmer at all really.

d) Read **Sinclair User** every month.

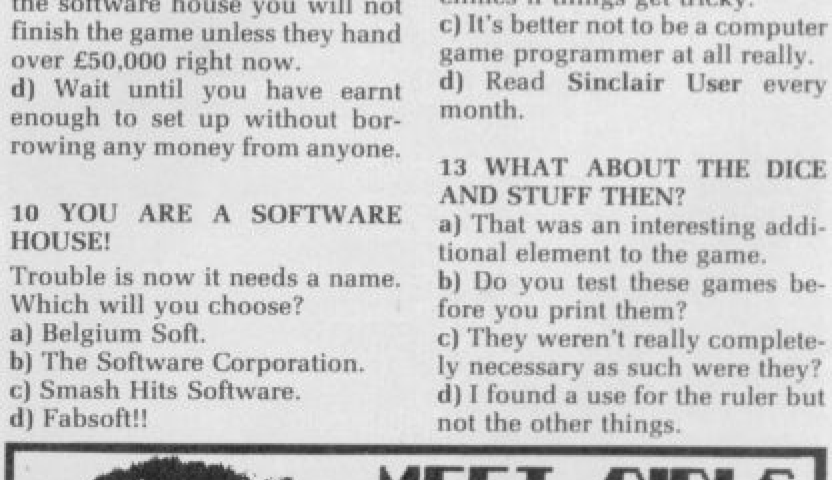
13 WHAT ABOUT THE DICE AND STUFF THEN?

a) That was an interesting additional element to the game.

b) Do you test these games before you print them?

c) They weren't really completely necessary as such were they?

d) I found a use for the ruler but not the other things.



1 a) (+£1,000,000) Unfortunately you have to leave the game, however and are doomed to spend you whole life being very boring b) (–£200) Are you a wimp? Go on, throw that potential cash away c) (–£200) Oh please. You cannot, as they say, be serious. They're supposed to pay you d) (£200) Yep. Pretty obvious really, those software houses won't let the resemblance to QBert worry them all that much . . .

2 a) (–£30,000) No, it might be OK to rip off gaems from funny Japanese companies but the Gauntlet copyright resides a little close to home b) (–£10,000) No. You'll get done, but they might settle out of court . . . c) (+£10,000) Yes. That should do it. Lotsa cash, not too much effort. Ideal d) (–£500) No. I think this is a little over the top. A robot hound called 'Doggo'? . . . now Rover might do it

3 a) (–£10,000) Nope. You just aren't famous enough and there are plenty of others eager to take your place. Sfotware houses tend to fire first and discuss later b) (–£5.57) No. Toleration is one thing, but burgers and concepts is over the top c) (+£200) Yes. This will work if Sebastian is a bit stupid d) (+1,000) Yes. Graphics people never know about code (why should they?) and are easily upset by public humiliation

4 a) (–£500) No. Lothesome though they are it's best never to complain to the press about anything since they have long memories . . . Praising them may do a little good however b) (+£50) Not bad. Simple. Effortless. And no risk c) (+£1,000) Yes! It sounds crazy but abasing yourself is always the best option here d) (–£100) No e) (+£100) Yes. Works every time

5 a) (–£1,000) No. The only people who buy adventures are pixies and trolls (and very woderful humans they are too). It's just there aren't that many of them. b) (–£25,000) No. Sorry but the licence holders of the game Twinkcorp of America won't allow Brian the Mouse to do anything nasty to anyone because otherwise assorted loony American Groups will get Brian the Mouse and related products banned from everywhere c) (+£30,000) Yes, you don't have to actually call it death . . . d) (–£1,000) No! You remember those pixies and trolls who are the only people to buy adventure games? Well, even they don't buy educational software.

6 a) (+£1,000) It's worth the time and trouble to build your reputation b) (+£1,000) Yes. No it's not worth the extra time and trouble since everybody will buy it on the strength of the name of

HARDWARE



CHEETAH 125 SPECIAL JOYSTICK

Huh! A new joystick! Big, fat, hairy deal, you might say. But check your indifference – this one does something that no other joystick has done before, something which actually makes you Spectrum 128K +2 or +3 a better games machine.

The Cheetah 125 Special looks – at first glance – very much like the familiar standard stick. It has a pistol-grip, a large base with four suction cups, a trigger, a thumb button, and left and right *Fire* buttons on the base. Look a bit more closely, though, at the switches on the base, and you'll begin to suspect that the 125 Special is something . . . special.

Apart from moving the centre-return joystick in the usual eight directions, you can twist is clockwise and anticlockwise. This gives an extra dimension of control to, say, Rambo-type games. Your hero could turn from side to side as he moves.

It also has two trailing leads with nine-pin D-plugs. The first is for normal operation, and plugs into your joystick port as usual. The second lead is for use with customised games software which is currently being developed to make use of the Special's unique abilities.

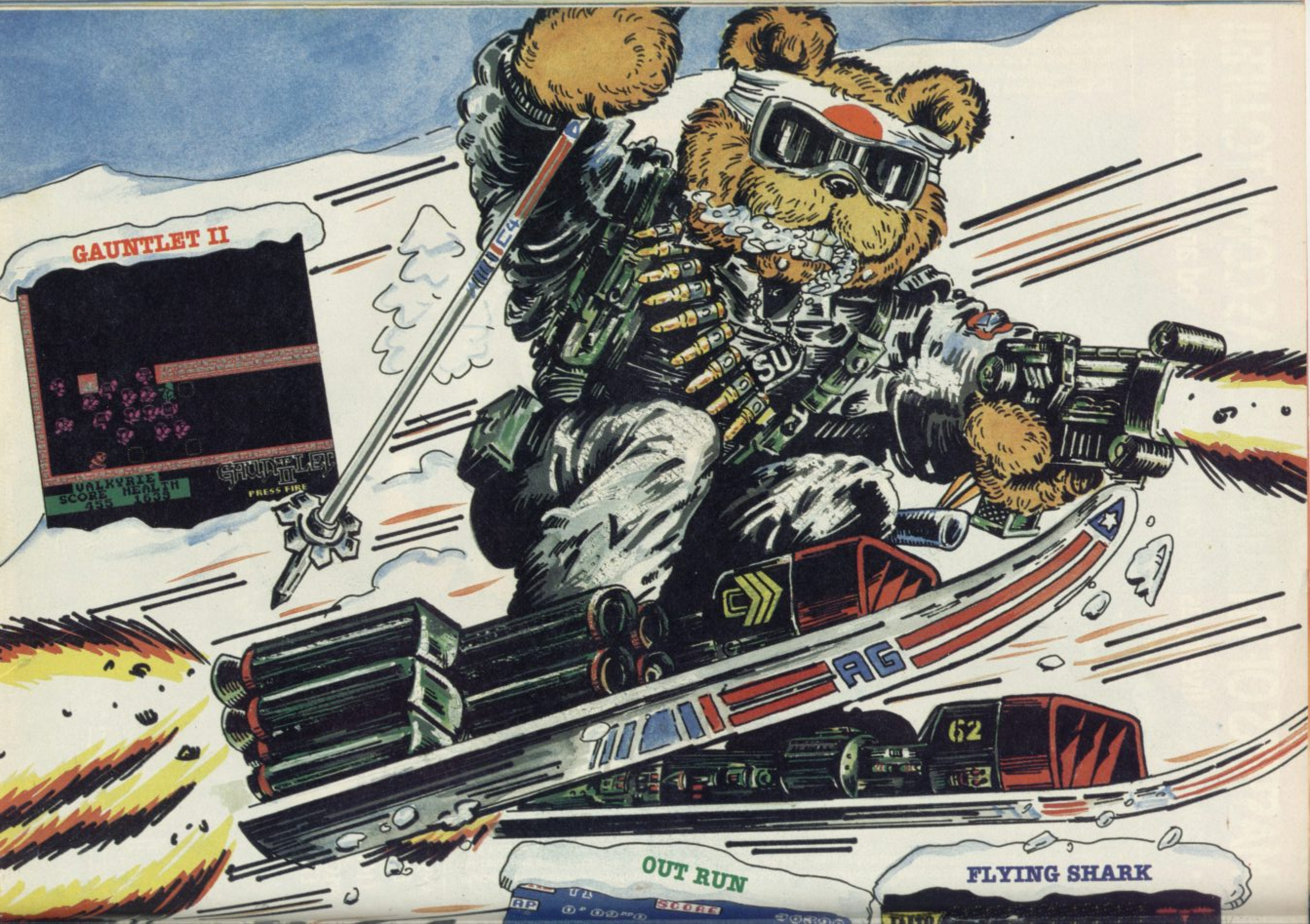
Furthermore, each of the four fire buttons – trigger, thumb, and the two on the base – can control a different function. No more searching about on the keyboard for the right key to detonate your smart bombs, lay mines, pick up objects, or whatever.

The special features can be switched on or off with a slider on the base.

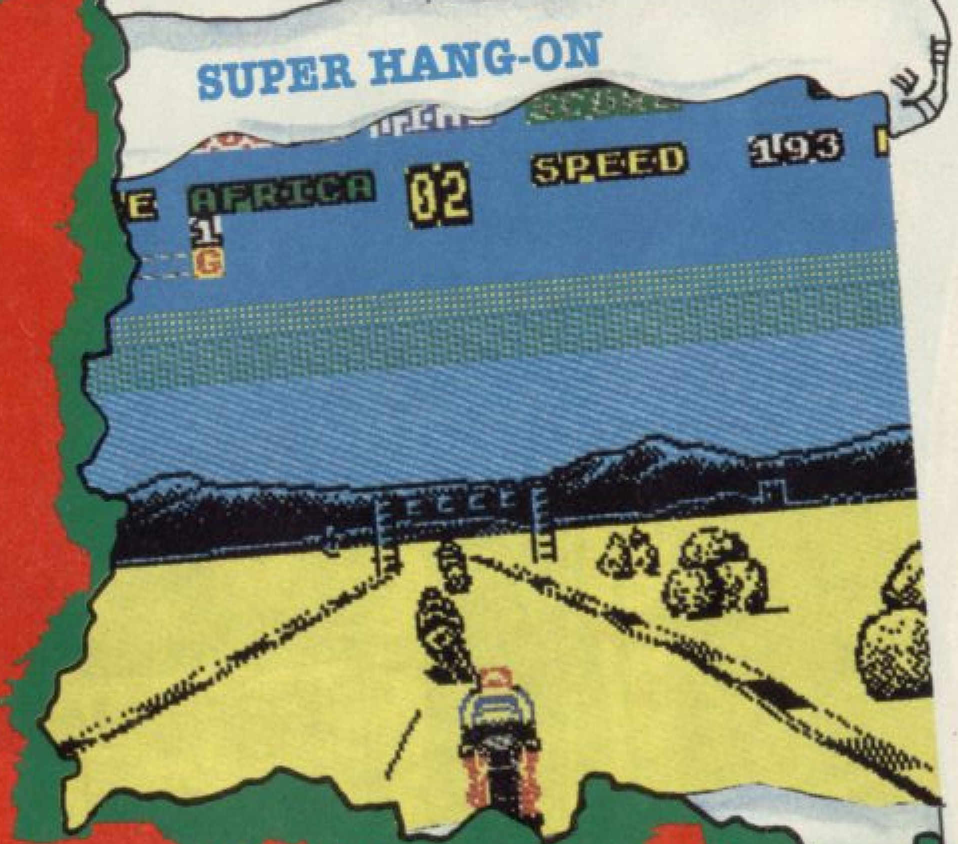
It's unfortunate in my view that the 125 Special's switches are all of the leaf contact type, While these can work better than microswitches for some games, they're not as precise or hard-wearing.

While the 125 Special works perfectly well as an ordinary stick – and remember, it can be used with all existing software – it will stand or fall according to how many software houses decide to write games including the special features. Cheetah claims that all the major companies have seen and been impressed by the stick, and the extra code neede to exploit its features is negligible. However, until a major company comes out with a 125 Special compatible title, we don't really know whether this is an exciting innovation or a white elepnant. (Yes we will - elephants are big – Ed.)■

CHRIS JENKINS


GAUNTLET II
VALKYRIE
SCORE HEALTH
455 1635
PRESS FIRE
SU
AG
62
OUT RUN
SCORE
FLYING SHARK





KAMIKAZE BEAR 1988 MEGA CALENDAR

January

S	M	T	W	T	F	S
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17	SU	19	20	21	22	23
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31						

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June

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SINCLAIR user


SCORE 0
TIME 75
L H
SPEED
START
Space Harrier
The Two Mega Cartridge
SEGA
Wonder Boy
The Mega Cartridge
SEGA
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THE SU VERY HARD TO READ PICKS OF '87

	GRAHAM	TONY	DAVID	TAMARA	JIM	GARETH
1) Fave five games of 1987	**Nebulus** – utterly fab and awesome **Exolon** – the best explosions ever! **Executor** – the best scrolling shoot-em-up this year **Knightmare** – Excellent graphics. And **Scruples**	**Gunship** – I am well into simulations, and this one is the best. **Trantor** – I still play it to see the terrific animation. **Exolon** – You name it, this game has got it. **The Pawn** and **Artist II**	Both **Exolon** and **Nebulus** narrowly missed inclusion. But I'd have to go for. **Army Moves, Barbarian, Head Over Heels, Zub** and **Leaderboard** (and sequels)	**Thundercats** – slashety-hack at its best. Also liked **Exolon, Zynaps, Livingstone I Presume** (and in the 'it's so bad it was entertaining' stakes) **Howard the Duck**	**720°** – The smoothest movement, **Exolon** –Heavy-duty killing, **Knightmare** –Genuinely innovative. **Sidewize** – More speed than **Exolon. Army Moves**	**Exolon** – Zap Zap your dead. **Zub** – it's so addictive its so addictive its so its... **Zynaps** – whoops missed again. **Sidewize** – shoot that prawn. **Indiana Jones** –whip those guards!
2) Game I hated that everybody else thought was great	**Game Over.** Hah, you all bought it because of the dodgy ads but it was astoundingly tedious and some of the most exciting attribute clash ever	**Zub.** Bad graphics and slow gameplay – I just can't see the attraction.	**Ollie and Lissa.** It wasn't that it was so very bad. It was just incredibly average, yet it stayed in the charts for ages – even at No 1 for a while.	**Kick Boxing.** Horrible budget title that should have been terminated. Liked the falling-down pyjama bottoms, but that's a matter of personal taste...	**Shadow Skimmer** – Yes it's all very well bouncing around in wonder-tech gliderama but it does lose it's appeal very quickly	Any text adventure
3) If I hear that word again I'll go mad award	OOer. OOer is becoming so fashionable that **Melody Maker** uses it continuously. I forsee it being dropped rapidly. I nominate "Ere no 'ere misses"	Bonking. Some members of the gutter press found this to be a very funny word and so a lot of people said it. Seconded only by the word Condom	Spooky. Dame Edna has a lot to answer for	Horny. Usually shouted at attractive members of either sex by completely unattractive members of the opposing sex.	Amazing. Come on – what on Earth could possibly be *really* amazing about a computer game? I mean Great, Super, Fab but Amazing?	Sorry (as in 'sorry we haven't any pictures screen shots etc yet')
4) Best thing that could happen in 1988	There could be world peace and a new kind of chocolatey and yet nourishing chewy bar. Also the +3 could cost £5.70.	I leave school and walk into a nice cushy office job with a lot of money and very little to have to do	Amstrade *could* sell a disc unit for 128K+2 owners...	That software houses could not send us any disgusting promotional items that lie in the office for a fortnight and then get horribly mutilated by Jim.	All current modes of transport are abolished (tube trains especially) and you'll be able to teleport around without being crushed, hit or throwing up	I win the pools and peace on Earth, end to famine, oppression etc.
5) Most obnoxious person on TV	No question about it the worst person on TV is..um..can I have more than one choice?..Oh er um OK then Ted Rogers from 3-2-1	Anne Diamond. Need I say more.	Gloria Hunniford. The thing Sundays are worth not waking up for...	The Corkhills. Brookside used to be sooo cool, but now the Corkhills have mucked everything up. They're always shouting at each other. And they've got horrible wallpaper.	Bob Monkhouse. What a smooth chap. As hopelessly harmless as he may be, he's too nice for his own good. Even God isn't that nice.	Terry 'Bloody' Wogan he's worse than Annika Rice
6) Computer character you most like to see die	The Little Computer Person, yes I know it's tragic but I'm heartless.	Berk. What an annoying git he is, with his pot belly and rolling eyes.	I'm not sure I'd like to see anybody die...	Lion-O in **Thundercats.** Just gets thrown across the screen in a superbly, sompletely unsoundly violent manner. 'Triff.	**Exolon** – A truly anticlimactic death. Straight up – feet in the air and land on your back. Inappropriate though amusing.	Lofty from *Eastenders.* I loved the way he turned green when he drank too much!
7) Least disappointing, quite good really licence of the year	**Thundercats.** Brilliant. I just wish Gargoyle would do some of its own stuff again	**Enduro Racer.** Though it is but monochromatic, the humble Z80 has faithfully reproduced all the tricks of the arcade version.	**720°.** A really playable game, brilliantly recreated from the Atari original	**720°** I guess. everyone says how brill it was. Never saw it in the arcades, but anything for a quiet life.	**720°** Coin-ops may finally be able to allow themselves to be converted by Big Firms without feeling thoroughlu apprehensive. A great game.	**Eastenders** it was as BAD as The Series!!
8) Best Records and Films of 87	*Akhaten* by Philip Glass (Look I'm sorry about this I know I should pick something like *Joshua Tree* by U2 but I won't). Film? *Full Metal Jacket*	*Hysteria* by – Def Leppard. The tunes are amazingly groovy. Filmwise it's *Star Trek IV.* Throw away the sci-fi and bring in the comedy	Annie and Dave's *Savage* is just brilliant. As for films I loved *Something Wild* mainly for John Cale's choice of sounds.	*The Life of Brian.* I know it's old, but it's the only film I can sleep through and not be disappointed. As for records, *Whiplash Smile* by Billy Idol.	Best record is easily Mel and Kim's pseudo-classical offering *FLM.* Best Film – *Angel Heart.* Mickey Rourke blows bubble gum better than anyone.	Poetic Champions Compose by Van Morrison (Who's he? – Ed). And for film: *Crocodile Dundee*
9) Best all around when you weigh it up Software House	Hewson – it just keeps putting out brilliant product **Zynaps, Exolon, Nebulus** phew!	Mastertronic. After not only churning out reams of successive successes, they do a deal with Hewson and bring out some more successes.	Hewson. Any company which can put out **Zynaps, Exolon** and **Nebulus** would be pretty fine – but also through its budget bit, Rack-It, it's started putting out other good stuff	Dinamic. What potential. They gave us **Game Over** (which was good for a laugh if nothing else), **Army Moves** and **Freddie Hardest**	Ocean – big bad boys of a few years ago have finally turned over a new leaf and are releasing consistenly worthwhile purchases.	The one who get me the best pictures
10) Favourite person of 87 other than myself	Jonathan Ross (Not actually)	Bruce Willis. After amazing me with his performances in *Moonlighting* and *Blind Date,* he then goes on to show how nice he is by mooning at his neighbours when told to apologise	It'd have to be Jenny Powell from *No Limits.* Here is someone clearly with several kangaroos loose in the top paddock... Sort of the mouth equivalent of MTV	Lofty from *Eastenders.* It's people like that that make you realise you're not such a hopeless moron after all.	Andy from the pub. He's not very famous, but he looks a bit like Jim Davidson and he's a really nice bloke, so I figure he's worth a mention	My mate Kamakazi bear (OK, you can take that gun from my head now)

PLAYING TO WIN!

Andrew Hewson tells you how to play for Beeps . . .

This month we had an interesting letter from Viv Read enquiring about information with resepct to the Spectrum 128. He asks **Are any books available to help me develop the music *Play* command?**

There is, so far, no definitive work available on this subject. The original documentation sent to software houses for the complete 128 machine was a mere 23 pages long. However, much of the information required to program music using the *Play* command is within the 128's manual, albeit in cryptic form. Here are a few hints to help you develop your knowledge of the 128's sound.

The Spectrum 128 has the ability to generate three notes at the same time. This multi-channel ability allows some quite impressive must to be created. The three channels can be played simultaneously by using a command such as *Play AS, BS, CS* where *AS, BS* and *CS* are strings of notes, each string representing a different channel.

Initially when learning the basics of this method for simplicity only use the note commands C – B and the octave command O. I suggest that you confine yourself to only using eight notes or less in each string. This is advisable because you can view all the notes side by side. When you list a program long complex lines are hard to follow.

A book you might find useful at this stage is a keyboard chord book. These can be obtained at any music store. They vary in price from about a pound upwards. They list sequences of notes which have to be played to produce chords. For example the chord of 'C' is produced by playing the notes 'g', 'C and 'E' on the keyboard. To play this chord on the Spectrum simply enter *Play* "g", "C", "E". Playing chords like this gives quite a pleasing effect and because there are so many it gives a good scope to create a wide variety of music.

The chord of "G" is created by playing the notes 'g', 'B' and

TABLE 1 CONTROL OPTIONS

Control	Control number
0	Channel 1-Fine PITCH
1	Channel 1-Course PITCH
2	Channel 2-Fine PITCH
3	Channel 2-Course PITCH
4	Channel 3-Fine PITCH
5	Channel 3-Course PITCH
6	Noise Generator
7	MIXING
8	Volume 1
9	Volume 2
10	Volume 3
11	Envelope Length - Course
12	Envelope Length - Fine
13	Envelope Length - Shape

TABLE 2 MIXING SELECTION

Channels	1	2	3
1	62	60	58
2	60	61	57
3	58	57	59

Also: 1 + 2 + 3 = 56 and, to play on Channel 2 only use 2 – 2 the value 61



Scroll in the display

Huw Loosley of Aberystwyth writes **I want to find out how to scroll the Spectrum screen either in basic or machine code. Can you suggest a method?**

The Spectrum display is bit-mapped from the 6K display file to the screen, ie the screen is divided into 256×192=49152 pixels and each bit of each of the bytes in the display file determines whether one pixel is illuminated. There are eight bits in each byte, 6144 bytes in the display file and 8 × 6144=49152 so for each bit there is one corresponding pixel.

The display file is held at the bottom of Ram between addresses 16384 to 22527 inclusive. if the number 255 is *Poked* into a location in this are of Ram a short horizontal line appears on the screen. For example

```
POKE 16384,255
```

causes a line to appear at the top of the first character position at the top left-hand corner of the screen. There are no breaks in the line because all the eight bits are set in a memory location containing 255. Thus line length is

1 byte = 8 bits = 8 pixels.

Any other number *Poked* into the display file will cause a broken short horizontal line.

The order in which the mapping takes place from the display file to the screen can be seen using a loop of the form:

```
10 FOR I=16384 TO 22527
20 POKE I,255
30 NEXT I
```

This loop *Pokes* 255 into each memory location in the display file in turn. When it is *Run* the screen fills with horizontal bars which gradually cover the screen as the loop proceeds.

The first line appears at the top of the screen, the second appears eight locations below it and so on until there are eight bars in the screen. The ninth bar appears below the first, the tenth bar below the second etc and then the seventeenth appears below the tenth. This method of stepping down the screen is repeated until the top third is completely filled. The second third and the final third are drawn in the same way. The same effect can be seen if a copy of the display is *Load*ed from cassette using the *Screen$* command.

The display file only controls the illumination of each pixel. The colour information is held in the attributes file which occupies locations 22528 to 23295 inclusive in Ram. Thus the attributes file immediately follows the display file. *Poke*ing a number into the attributes file will cause the status of the *Ink, Paper, Flash* and/or *Bright* of an entire character position to alter. The following routine fills the screen with characters and then sets them one by one to flash in magenta on red:

```
10 FOR I=1 TO 22
20 FOR J=1 TO 32
30 PRINT CHR$ (J+47)
40 NEXT J
50 NEXT I
60 FOR I=22528 TO 23295
70 POKE I,147
80 NEXT I
```

The order in which the attributes are mapped to the screen is as one might expect, starting at the top left and working from left to right down the screen. Thus it is a straightforward matter to write a Basic program to scroll the attributes. An example is shown in Table 4.

TABLE 4. A Basic program to scroll the Spectrum attributes from right to left

```
10 FOR I=0 TO 767
20 POKE 22528+I, INT (I/3)
30 NEXT I
100 LET A=22528
110 LET B=23295
120 LET D=1
130 FOR I=A TO B STEP D*32
140 LET S=PEEK I
150 FOR J=I TO I+D*30
160 POKE J, PEEK (J+D)
170 NEXT J
180 POKE I+D*31,S
190 NEXT I
```

Scrolling the Spectrum display file is a rather more difficult and whilst it is quite possible to write routines in

TABLE 5. Two machine-code routines to scroll the display file right by one character and left by one pixel, respectively

Assembly code	Numbers to enter	Comment
a) Right scroll by one character		
ld hl,22527	33 255 87	End of display
ld d, 0	22 0	
ld a,192	62 192	No of lines
ld b,31	6 31	32 character per line
dec hl	43	Previous byte
ld e,(hl)	94	into e
inc hl	35	and back to
1d (hl),e	115	display
dec hl	35	Repeat for entire line
djnz –7	16 249	
ld (hl),d	114	Fill final byte
dec hl	43	Repeat for each line
dec a	61	
jr nz, –14	32 242	
ret	201	Return
b) Left scroll by one pixel		
ld hl,22527	33 255 87	End of display
ld c,192	14 192	No of lines
ld b,32	6 32	32 characters per line
or a	183	Clear carry
rl (hl)	203 22	Rotate left
dec hl	43	Previous byte
djnz –5	16 251	Next byte
dec c	13	
jr nz, –11	32 245	Next line
ret	201	Return

ON HELPLINE

'D'. We could easily play the first chord 'C' in one octave and then 'G' in another octave by playing

PLAY "03g04g", 03C04B", 03E04D"

This will play two chords in a row. First 'C' in octave three and then will go up an octave and play 'G'

This is the simplest way to use the three-channel sound. The examples given in the Spectrum manual are a little more complex because most of them use volume effects which are not explained very clearly. It's worthwhile reading the chapters on sound wave theory in a basic physics book. These usually explain in quite simple form the techniques for sound generation and give a little bit more understanding about how volume effects work.

With a little bit of thought and a lot of experimentation quite pleasing effects can be generated. Take for example this simple helicopter sound: *Play* "M8UX500W505(((B)))". Basically what this command does is to play the note B repeatedly. A volume effect of type 5, the rising sawtooth is used which vibrates the sound in such a manner as to give the vibrating type effect. The effect is turned on for a duration of 500 with the UX command. An 'M' channel command is used to turn on the noise effect in channel noise channel A. It is this combination of vibrating and noise which creates the full helicopter sound.

You can also control the Spectrum's sound chip directly by using the *Poke* command. Controlling the chip is quite simple. There are two ports which have to be written to. The first is the control port which selects which channel you want, its volume, envelope and other such information as described in Table 1. The other part is for the data you want to send to the control option.

The first control option you have to learn to control is the mixer, Number 7. This has to be programmed to select which channels you want to play your note on. For example to play on all three channels send the value 56 to the mixer. To play a note on Channel 1 only you need to use a program as follows:

```
10 LET CONTROL = 65533: LET
DATA = 49149
20 OUT CONTROL, 7: OUT DATA,
   62
30 OUT CONTROL, 1: OUT DATA,
   20
40 OUT CONTROL, 8: OUT DATA,
   14
```

To stop the sound enter *Out Data,* 0. The first line sets up two variables to point to the port addresses required. Line 20 sets the mixer to play on Channel 1 only. Line 30 then sets the coarse note value to 20, the right note. Lastly we give it a volume to play with and this we set to 14 by using control option 8. Table 3 lists a program for controlling the chip in this manner■

TABLE 3

```
 10  FOR I=1 TO 22
 20  FOR J=1 TO 32
 30  PRINT CHR$ (J+47);
 40  NEXT J
 50  NEXT I
 60  FOR I=22528 TO 23295
 70  POKE I,147
 80  NEXT I
 90  OUT D, F
100  NEXT F: NEXT X
110  OUT C, 8: OUT D, O
```

Basic they would have little practical value because the large number of memory locations to be manipulated would make them very slow. Hence machine-code routines are more or less essential.

If a fast but rather jerky scroll is acceptable then each byte of a display line can be transferred to left or right.

If a smooth scroll is required then the content of each byte must be rotated, one bit at a time to right or left. After each rotation the final bit is displaced altogether and can be transferred to the next byte via the carry flag. Fortunately Z80 machine language is well supplied with suitable byte rotation instructions.

Thus, there are at least twelve ways of scrolling the Spectrum display – both the attributes and the display file can be scrolled character by character, and the display file can also be scrolled pixel by pixel. Each mode can also be scrolled in all four directions (and by calling two routines, one after the other, diagonal scrolling can be achieved).

It isn't practical to list all twelve routines in this column and so I have included just two examples as listed in Table 5. The examples were written by my colleague John Hardman and they illustrate the basic principles.

The routines can be loaded using an assembler or a simple decimal loader such as the following which *Pokes* each number in turn into the printer buffer:

```
10  LET I=23296
20  INPUT J
30  PRINT I,J
40  POKE I,J
50  LET I=I+1
60  GOTO 10
```

To call the routine enter *Rand Usr 23296.*

To scroll the attributes from left to right alter Lines 100, 110 and 120 as follows:

```
100  LET B=22528
110  LET A=23295
120  LET D=-1
```


TWILIGHT ZONE

MUSIC MACHINE SAMPLE EDITOR

WORK-OUT Label: **Quasar** 83 Clerkenwell Road, London EC1 Author: **Keith Turner** Price: **£9.99 (mail-order only)** Memory: **48K/128K** Joystick: **none** Reviewer: **Chris Jenkins**

A clever addition to a useful musical tool, which should interest any Ram Music Machine owner

Quasar's sample editor expands the capabilities of the Ram Music Machine. The Ram unit itself – a combined sampler/MIDI interface/sequencer – is perhaps the best bargain for musicians in terms of functions per pound, and the Quasar editor program is a neat extension.

The Sample Editor display shows a two-dimensional plot of the sample you have made using the Music Machine's own software. This can then be trimmed, renamed, changed in pitch and volume, or manually re-drawn, and re-saved to tape.

Useful in itself, but Quasar also promises further programs – a real-time/step/time MIDI sequencer, with clock sync and parameter passing, dedicated drum machine sequencing and score display/print. Also lined up is a sample synthesis program, which will be the first time this sophisticated technique has been possible on a computer as inexpensive as the Spectrum. Music Machine owners – check out Quasar on 01-987 3908■

★★★★☆
★★★★☆ **8**

FLEXICALC

WORK-OUT Label: **Bibby** 109 Randale Drive, Bury BL9 8NE Author: **MR Bibby** Price: **£7.95 (mail-order only)** Memory: **48K/128K** Joystick: **none** Reviewer: **Chris Jenkins**

A powerful number-crunching program which can also manipulate text like a mini word-processor

Flexicalc is basically what's called a spreadsheet – a series of rows and columns into which you can enter numbers and text. The idea is you enter some numbers – like sales volumes – then define formulae by which you expect the numbers to change each month and it'll produce a projection of future sales. By changing the formula you can test out various theories such as 'at what point will I go bust'.

Flexicalc supports up to 80 columns of variable width. The only limit on the number of columns is the Spectrum's memory. A redefined character set is used to display up to 42 columns on the screen at any time.

Data entered in blocks can be of many types – numeric text, cash sums or different currencies. The difficult part is defining the formulae, which use the basic mathematical functions, constants, brackets and integrals, but cannot use more complex functions like RND.

You'll find Flexicalc hard to understand, even with the help of the manual which is prone to utterances like "if the next non-text line is another 'total' line, then the current level's total, in this case level two, is placed into the total line, added into the next level's total (ie level three) and zeroised". Wha . . .?

Competently programmed, but without being too dismissive, probably much more complex than most Spectrum owners could possibly desire■

★★★★☆
★★★☆☆ **7**

CYBEX

ARCADE Label: **Pirate** Author: **Chris Smith** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

A boring mixture of an isometric 3D game and a maze game. Not much cop – overpriced, even on budget

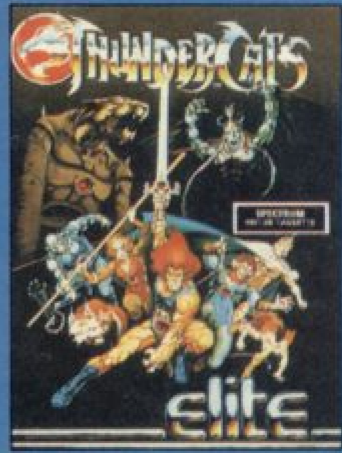
In Cybex you play a droid who has to blow up a moon by collecting a password. To get the letters you have to collect them in alphabetical order from the 192 rooms of the complex on the moon. Boring. . . Various aliens roam the four decks of 48 rooms and these have to be either avoided or shot down. When all eleven letters of the password have been found you then must arrange them into an English word. This is done via use of the on-board computer. At the bottom of the screen is the computer, represented by six icons. These display the letters collected, quit the game, use transporter (if standing on one), exit computer, enter notepad mode and change control sensitivity.

Graphics are clear, though not overly so. The animation on the main character is good, and little touches have been included, such as the way the robot drops to a hover when it is not moving. Sound is OK, with a few spot FX, but the gameplay lets the game down. There just isn't enough in the way of action to keep even the most ardent player involved■

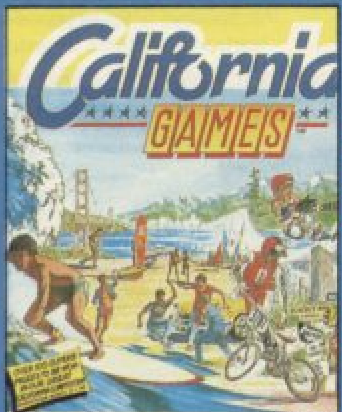
★★★☆☆
★★☆☆☆ **5**



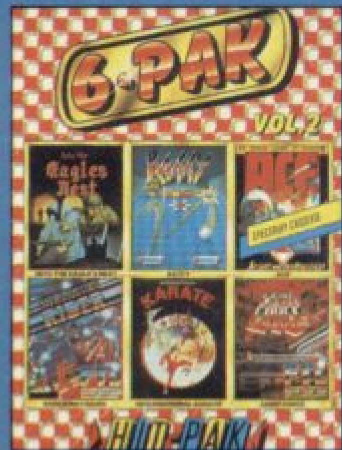
WOOLWORTHS ▶ TOP 30 ◀ COMPUTER SOFTWARE

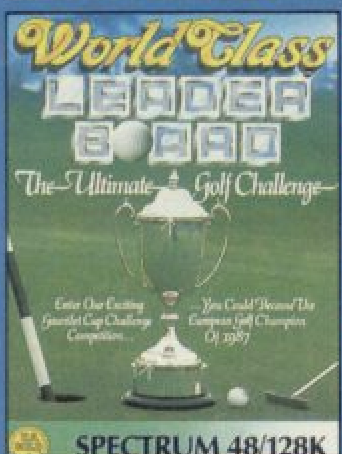


DECEMBER 1987



POSITION	TITLE	SOFTWARE HOUSE	MACHINE TYPE	PRICE
1.	Combat School	Ocean	Spectrum	7.95
2.	Thundercats	Elite	Spectrum	7.95
3.	California Games	U.S. Golc	C64	9.99
4.	6 Pack II	Elite	Spectrum	9.95
5.	World Class Leaderboard	U.S. Gold	Spectrum	8.99
6.	Indiana Jones	U.S. Gold	Spectrum	8.99
7.	Renegade	Imagine	Spectrum	7.95
8.	World Class Leaderboard	U.S. Gold	C64	9.99
9.	6 Pack II	Elite	C64	9.95
10.	Indiana Jones	U.S. Gold	C64	9.99
11.	Gunship	Microprose	Spectrum	9.95
12.	Renegade	Imagine	C64	8.95
13.	Nebulus	Hewson	Spectrum	7.95
14.	Star Wars	Domark	Spectrum	9.95
15.	Thundercats	Elite	C64	9.95
16.	Match Day II	Ocean	Spectrum	7.95
17.	Star Wars	Domark	C64	9.95
18.	Airbourne Ranger	Mircoprose	C64	14.95
19.	Computer Hits 4	Beaujolly	Spectrum	9.95
20.	Thundercats	Elite	Amstrad	8.95
21.	Live Ammo	Ocean	Spectrum	9.95
22.	Action Force	Virgin	Spectrum	9.95
23.	720'	U.S. Gold	Spectrum	9.99
24.	Bubble Bobble	Firebird	Spectrum	7.95
25.	Buggy Boy	Elite	C64	9.95
26.	Computer Hits 4	Beaujolly	C64	9.95
27.	Zig Zag	Mirrorsoft	C64	9.95
28.	Bubble Bobble	Firebird	C64	8.95
29.	Ace II	Cascade	Spectrum	8.95
30.	Action Force	Virgin	C64	9.95







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SEGA





Mastertronic games at £1.99 and £2.99



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A Great Deal in Entertainment

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ÖUTL



CHRISTMAS CRUD

These are the things you dread finding in your Christmas stocking. The tat that someone buys at the last minute to shut you up.

The only thing to do with this lot is to pass it on to your worst enemy . . .

● CILLA BLACK'S BLIND DATE – the paperback! Now you can see the process by which the world's most embarrassing TV series is made. See Cilla carefully rehearsing her ad-libs! See the production team laughing at the photos of the competitors! See Desmond and Debbie on their date in a sausage factory! Plus a complete rogue's gallery of *Blind Date* contestants! All this stomach-churning stuff in colour for £3.95 at all bad bookshops!

● Durr . . . thump. THE PUNCHING PUPPET, which bears an uncanny but unlicensed resemblance to Rocky-'Sylvester-Rambo'-Stallone-Balboa, packs quite a wallop. Stick it on your hand, manipulate the levers, and his spindly arms shoot out and bop people in the eye. The tastefully-sculptured head is decorated with bruises and a typical sneer. £3.99 from the Reject Shop to you, Sly.

● Back to the cultured world of publishing with a feast of socially significant titles: ANITA DOBSON'S MY EASTEND tells the heartwarming story of the plucky actress who, despite years of training and honing her performing skills, ended up in a cruddy soap opera.

● Even tackier – from the BBC itself – is EASTENDERS – THE INSIDE STORY by producer Julia Smith. £8.95 for all the facts, and a further £4.99 will get you the EASTENDERS CALENDAR 1988, featuring smirking colour portraits of Benny, Rita Fairclough, Albert Tatlock and all the other lovable Cockney Bigots (surely some mistake here – Ed).

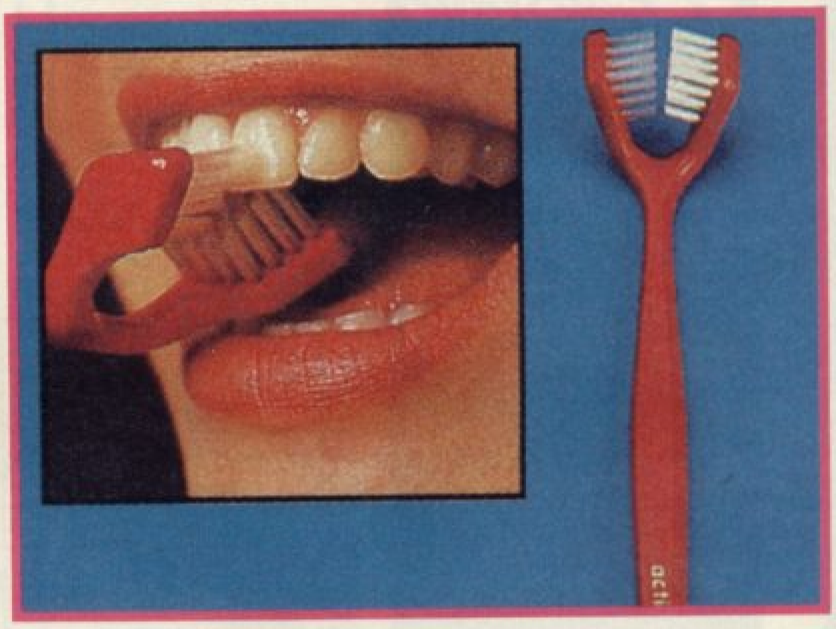
● Talking of bad taste, why not get someone who doesn't play golf the most useful present imaginable – fluffy golf club covers, at £9.99 for a doggy-dog, a foxy-wox or a sharky-wark (a sharky-wark???)

● Available from Accolade mail order, as is the amazing flexible DOUBLE-HEADED TOOTHBRUSH at £2.99. Brush the inside and the outside of your teeth at the same time! Over an average lifetime, you can save almost forty-seven minutes of brushing tedium!

● If you find fast food uneatable, you might prefer to sit on it instead. For £9.95 you can get the HOT DOG CUSHION, complete with fabric pickle, mustard, mayonnaise and those little pink bits that no-one can ever identify.

● Finally the ultimate unwanted gift for the stinker in your life – PORKY McFART, the naughty pig. Porky is a gorgeous pink plush piggy with an innocent expression and a T-shirt bearing the legend 'Stinker'. Just squeeze his little tummy, and PSSSTHTHTHPPP! £11.99 for the noisiest little piggy of all■

CHRIS JENKINS





VIDEO SENDER

Be a television station with the *Video Sender*, an inexpensive box of tricks which sends pictures from your computer, video recorder or television hurtling through the ether to lots of other televisions.

The *Video Sender* plugs into the video and audio outputs of your video machine (or your Spectrum, if you wire up the right lead). Plug in its 12V power supply and extend the aerial, and it will then transmit the video/audio signal to any television with an indoor aerial within a range of about 60 ft.

You can run a video tape and watch it in another room; run your Spectrum and video recorder at a distance; or transmit video signals to an unlimited number of TVs for demos without the need for an expensive video mixer and lots of wiring. You may need joysticks with awfully long leads however . . .

The Video Sender is an amazingly reasonable £35.50, and is available from Phoenix Communications, 31 Nighitngale Lane, Feltwell, Norfolk IP26 4AR, 0842-827267.

CHRIS JENKINS

LAÑDS



COIN OP OF THE MONTH

Subtle it isn't. Operation Wolf, from Taito, is a no-holds-barred blast 'em up of jungle violence. It is, though, a darned good game which calls for a steady hand and super fast reflexes.

The storyline's not much cop – alone in the jungle, one man against the marauding enemy, rescue the hostages – the usual. But the frenetic action more than makes up for the lack of originality.

A machine gun perched on the outside of the cabinet is your weapon – a frightening looking beast with a built in mortar rocket to 'smart bomb' the enemy hordes when the going gets tough.

You start off at the Communications Depot – all is quiet. Suddenly a bullet zings past your left ear, an enemy sniper pops out from behind a tree and lets fly with deadly accuracy. Finger on the trigger you let out a short burst, the air is thick with bullets and the baddies start to fall. The enemy now attack from all directions, some appearing almost under your nose, other smaller figures shooting from the safety of buildings in the distance. The illusion of depth is excellent.

Looking down the barrel and actually hitting a sniper takes a bit of practice, but when you've got the hang of it the fun really begins. Bonus points are scored for hitting condors, coconuts and other objects with extra ammo and rockets grabbed by shooting at magazines which appear at random. These contain only 30 bullets and soon wasted if you just squeeze the trigger and spray the area. Short bursts of fire are much more accurate and you'll need to conserve your ammo to clear the screen of all the baddies.

Knives and grenades are also wizzing around, damaging your health status alarmingly when you're hit. If you're quick, you can shoot a grenade or knife out of the air as it hurtles towards you. It takes practise and a lot of luck though.

There are six scenes in all, plus bonus screens where objects must be shot for extra points. Your journey will take you through jungle, villages, a concentration camp and finally the airport. Innocent civilians tend to pop up in each screen and obviously care must be taken not to kill them. This is especially important in the concentration camp – don't blast the guys you're there to rescue.

At each stage there are more enemy to tackle and a small increase in ammo. The pace of the game gets faster, and there's less time available. The action doesn't let up for a minute.

Operation Wolf is extremely fast and addictive. It's also very violent and tasteless. Personally I enjoyed it and it's doing well in the arcades.

CLARE EDGELEY



TOP TEN COIN-OPS JANUARY

Operation Wolf	Taito
Guerilla Wars	SNK
Street Fighter	Capcom
Xenophobe	Bally
Rabbit Punch	Tad Corporation
Tiger Mission	Capcom
Terror Force	Nichibutsu
Double Dragon	Taito
Time Soldier	SNK
R-Type	Irem Corporation

This list is compiled from one arcade in London's West End. Thanks John Stergides of Electrocoin

C5 RIDES AGAIN

Where Sir Clive got it wrong, Hoskyns might have got it right. This Christmas stocking-filler is the electric Batterycar, sponsored by Hoskyns Computer Services and built from all-British components by Carl Bowers. You don't have to pedal it, it doesn't let the rain in, and it achieves speeds of up to 60 mph. In fact, in November the Batterycar completed a trip from one end of the M25 to the other without recharging.

The Batterycar is a one-off design project, but it's been so successful that there's talk of it going into commercial production. If it does, will Sir Clive be first in the queue to part-exchange his C5?

CHRIS JENKINS

SKATEBOARDS ARE BACK

To everyone's amazement, skateboards are back in fashion so here's a quick guide to buying a board to fall off in style.

● For beginners there are one-piece plastic cheapies such as the £7.95 ProStar – OK until you get your balance, but don't take it to the skate park if you value your street-cred.

● For real exhibitionists, the £13.99 Shiner series comes in luminous polyurethane. Showy, but quite a substantial buy featuring a 23x6 inch "kick-tail deck" (an angled body for flashier stunts) and 6.5 inch "double-action trucks" (axles). Don't worry about the jargon – it gets worse.

● Only utter weeds and wets would think of the £44.99 Copyote III Scootboard. Constructed of wood laminate, it features a handle with crossbar for the terminally wobbly. Fortunately you can remove the crossbar once you're more confident.

● More sophis is the Gretec Flyin' Brian, a 27x7.5 inch wood laminate kick-tail deck with aluminium trucks. Spend a bit more – like around £50 – and you can get boards decorated with slogans – like 'Skate or Die', 'Night Surfer' and 'Snake Rattle and Roll', including gimmicks such as polyurethane "grab rails" mounted underneath.

● Unless you're tempted by novelties like the stumpy Nash Doz'R Board ('fits your locker, kids!) the ultimate must be something like the £49.99 Makaka Viper. Constructed of honeycomb graphite, with steel axles, urethane cushions, grab rails and skid plates, and high-impact wheels, the Viper has a 10.5x30 inch concave deck with an 18.5 degree kick-tail.

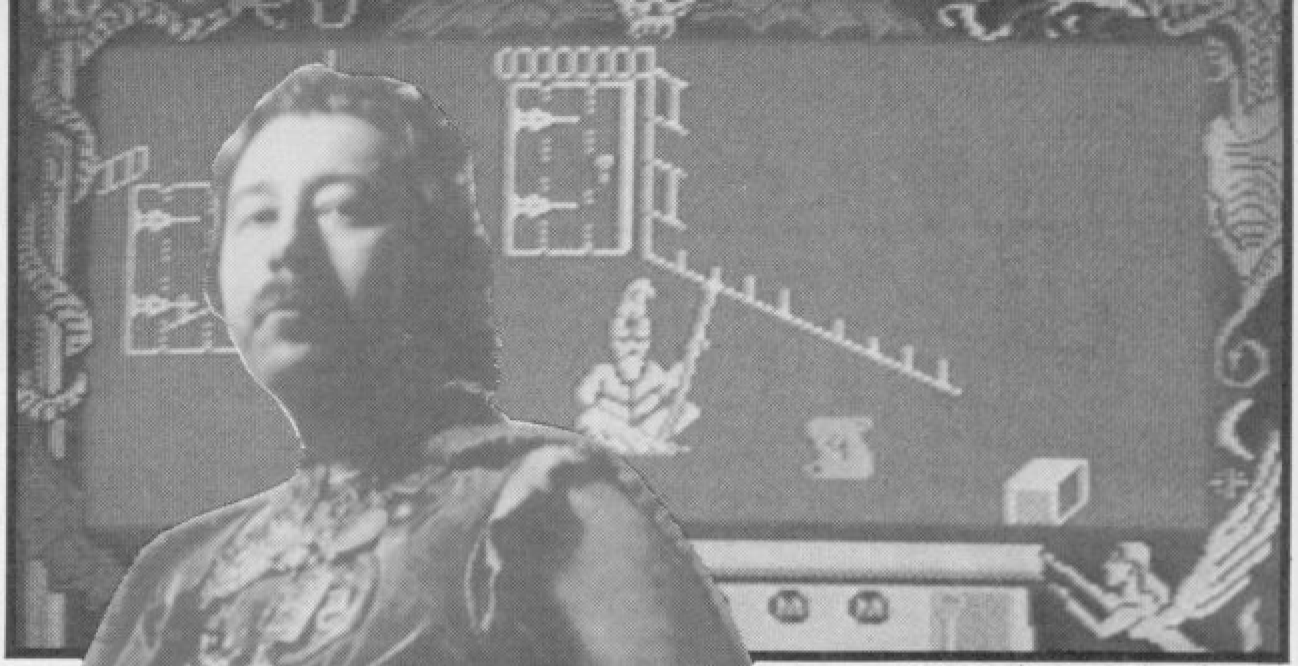
● You can pay more for a skateboard – the plainer wide-wheeled Variflex HiTail costs £59.95 – but remember that you'll also have to budget for the full kit of pads, helmet, and first aid box.

All models mentioned available from Toys 'R' Us and other toy and sports chains.

CHRIS JENKINS




JUST THINK
What if you could buy all these hit games in a special pack for the price of one... Wouldn't that be fantastic?
And what if there was an extra FREE game included – say the best selling martial-arts simulation "Yie Ar Kung Fu". Wouldn't that be sensational?
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GORDO'S HELPLINE

In a harsh world it's nice to feel appreciated, even when you're as famous and glamorous as me (Who does this guy think he is? – Ed). So being sent a game through the post and finding you're one of the characters is fairly chuffing to say the least. The adventure in question is **Monster**, written for the 128K with Gilsoft's **PAW** system by David Haggarty of Kilmarnock.

Monster has about 120 locations with graphics, some of which are up-dated by events occurring in the game. There are also 'pseudo-intelligent' characters who wander round the game – one of whom is my gracious self acting as a free *Help* feature as well as playing my own role as landlord of the Dancing Ogre, where you can stay if you've got enough cash. The game is set in the usual fantasy landscape, riddled with magic and mayhem and gets progressively more difficult as you go along. Like most independent writers David is having trouble trying to market the game but wants to try this approach before facing the prospect of selling by mail order. I'll let you know as soon as one or the other happens – pull your fingers out you software firms, any game featuring Gordo has got to sell! By heck I'm a conceited creep, eh? No correspondence will be entered into on this topic■

Anyway, after the self-aggrandisement let's get back to work, beginning this month with

Dragontorc.

It may be getting on a bit but David Murphy of the Transvaal has been 'struggling on it for almost two years now. Could you please tell me where the Key to the Vaults of Locris is and how to reach it?'

The key is in Sanctuary which lies in the Witchwoods. By this point you should already be in possession of a hemisphere. Follow the instructions you'll find to obtain a wand and use it to get Light and a Jewel. You can exchange the Jewel for a Half-moon and complete the moon with the hemisphere. Now tame the magic sword with the wand, drop the wand and chop a tree down to make a broom. Sweep away nearby rubbish and apply the sphere to gain entry to Sanctuary.

Sanctuary is already infested by a winged demon and his horde of goblins. These can be killed using the Missile spell and you can protect yourself against the demon's shots with Mantle. You may now walk into a 'cursed' scroll – this will transport you to a doorless cell whose exit can be found by using the leyrod. If you uncurse the scroll with the sword you'll be informed that the Vault is opened by the Sunkey. You must find it – in fact one of the goblins is carrying it. Hopefully this will see you on your way a bit in what is a very complex and demanding game.

Waxworks

next and a set of quesitons from Benjamin Lynes, Yarmouth. "I've been working on it for three months and I'm still puzzled. What use is the crowbar and how do I get the flute? How do I get through the crack in the dark passage? Does answering the question in the Ascent of Everest exhibition help me, and if so how?"

OK then, the crowbar. This is only of any use near the end of the game and will open the sarcophagus in an Egyptian temple. The flute however is much more use, much earlier on – as I've mentioned before it lures the rats in the sewers. It's obtainable from the effigy of the Pied Piper in the Enchanted Woodland tableau. This is reached by first rubbing the lamp from the junk-room, which gets you into Aladdin's Cave. Now go down to the Woodland and **13,5**.

Ignore the crack, it's a red herring but answering the Everest question is important as it makes a rope appear in the rustic well and is essential for progress in the game. The correct answer is of course 1953.

Custerds Quest

is a spoofy medieval adventure from Power House. First, oodles of thanks to Peter Kirk of Chester-le-Street for hacking out a solution for me and then on to Tony Faulkner's plea "I've managed to get past the angry peasants, rescue the pricess and made the dragon happy, but I can't get past the time beast. I've tried to feed him with the cake but he won't have it. Can you also tell me if there's a horse in it and where I find it?"

Pete Kirk's solution features no horse so, even if there is one it's not essential, though Pete freely admits that he's made no attempt to go for maximum score. As to the Time Beast, well, time is of the essence here and, since Tony's already freed the princess, I'll provide the rest of the solution from that point – very near the end of the game:

Free the girl then take the photo and wait to be transported. Now take the rod and wave it. Cross and give the watch to the time beast. Go In, Up, Up and then throw the bomb, throw the axe and drop the photo.

John Docherty makes me an offer I can hardly refuse in his letter. Scribbles John, in heavy Italianate style 'The Godfather says if you don't tell him how to escape the black car and how to safely board the bus in

Mafia Contract 2

things will get very nasty for you.' Then follows various unpleasant though ingenious threats mainly relating to my kneecaps etc, etc. Just watch it Johnny boy – there are a few orcs up here at the Ogre who have lotsa practice in making cement goloshes.

Undeterred by these puny threats I'll still give John what he needs, in the shape of Haris Hukic's full solution to the game. Drop Haris a line at Koste Abrasevica 12, 71000 Sarajevo, Yugoslavia if you want a distant adventurer pen-friend.

Open the drawer and take the keys. Now unlock and open the door, go W and unlock and open the next door. Take the gun and grenade and head E three times. Kill the man, D, S and take the meat. N, E, S. Here's the car – unlock and open the door, start car and drive N, N, N, E, W. Unlock the trunk and open it. W, S, throw the meat. Shoot the padlock, open the door and take the gloves. Wear them. Now E, N, E and take the cutter.

Head W and cut the fence. Now go N and W and wait at the bus stop. R, Y, N, W, S, W, W. Drop the cutter and the gloves and open the door. Y, W, W, N and open door again. U and open yet another door. Now kill the man and head S, D, W, N, E. Kill yet another man, search his body and take the card (awfully violent this, isn't it – GG). W, S, S, E, E, E,E E, N, E and wait.

Now go N, E, N, N and press the first floor button in the lift.

Open the door, kill the man, search his body. Now drop the card and take the pass. W, N and



GORDO'S HELPLINE

open yet another door. Pull pin out of the grenade and throw it. S, S, insert the pass and press the penthouse button. (Wait for it chaps – GG) Open the door, kill the man and S, S. Now press first floor again and open the door.

Take the card, go W and press ground. S, W and wait. S, W, S, W, W. Open the door, W, unlock the safe and enter 7534. Now you can open the safe, take the documents and go E, E to finish.

Helluva lotta doors in this game, innit?

Sean Durrell, location indecipherable, tells me he's been playing

Moron

from Atlantis 'and I've got nowhere with it. I hope you can help. I can get the Droid working and get to open the door where the Junk is but I can only get one part of the Power Pack. I haven't found any of the Pillars of Time so really I'm no better off then when I started.'

I'm afraid my answer to this problem is likely to infuriate you but I'll brave the storm. There are supposed to be two parts, Plus and Minus, to the powerpack which will operate a helpful robot. The pieces are behind the locked door which the droid can open for you. The droid needs a Fuel Cell to run itself and finding one is no great hardship.

Alright, so you power-up the droid and open the door. You'll then find that you can only take one of the powerpack portions at a time and that as you exit with the one you've got the door shuts behind you. It seems like you're going to need a new fuel cell to power the door droid again, to open the door to get the pack. Huh! In fact my sources tell me that there is no second, functioning fuel cell and because of that it's totally impossible to get the robot to help you!

All this fiddling around is really just a gigantic red herring that's conned you into wasting a lot of time and energy. Give up on this and just keep looking for the Pillars. Do remember that you must collect the pillars in order, ie first, second and third. If you aren't carrying number one you can't pick up number two. Bit of a pain really.

GREATBELLY'S THINGY

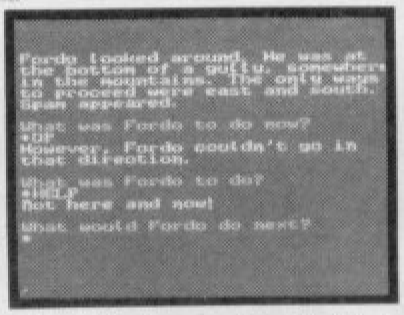
1: MUDDY 2: EXCHANGE 3: FLICK 4: GO 5: PIED 6: DROP 7: REINS 8: OPEN 9: BRACKET 10: STEPLADDER 11: VERGE 12: SOUTHEAST 13: EXAMINE 14: TRAP-DOOR

Finally Sean would also like to know how to escape the Silent Room with the deaf aid. 'I couldn't get out of there no matter how hard I tried,' he says. To get the systems in this room to hear you you'll have to type *Shout*.

Over the months I've received a steady trickle of letters with problems faced in the now aging

Bored of the Rings.

For instance, Robert Ford of Bracknell couldn't get out of Morona Caverns in Part 2 whilst Stepod the Bard of Stalybridge can't open the door in Tirith Belicom. Lord Flash of Prescot still doesn't know how to get the coin from the vending machine and a



host of others can't get hold of the scissors in the Kremlin's bar. To stem this tide of moans I'll run the solutions to Parts 2 and 3, starting this month with Part 2. Our thanks are due to Mark Thomas who sent in this solution many moons ago.

In the great hall insert the battery that you find which will then deliver a coin. Take the coin and go S. Move the mat and pick up the key that you find. Unlock the door and go W to find a rug. Move it and go down, then pick up the treasure. Go back up and pick up the rifle.

Now buy the map and enter the maze. The path to follow is E, N, E, E, S, W, S, E to an alcove where you'll find a picture of Sylvester Stallone. Now W, W, S and drop the poster. Don't hang around here too long or you'll get a horrible disease from the monsters. Go N, W and press the red button. Goodbye Grandalf, but on with the game.

Proceed S to the cave entrance then S, W to find the rope. Pick it up, go E to De Lorean and plant the beans. E, S, S, E to board the raft which will eventually drift ashore beside a campsite. When you see the Nazal shoot it with the rifle and the C5 will be destroyed. Board the raft again and it will then land on the west bank. Take the coin, W, U to find a telescope. Insert the coin and look through it, then return to the raft and board it again. End of Part 2 – the password for Part 3 is Trevor and Derek. Good luck.

That's yer lot. Til next moon.
GORDO GREATBELLY

Information Exchange

● **Adventure Probe,** a fanzine you've heard a lot of from me, is now producing a sister publication called **Soothsayer** which will run maps and solutions each month. If you want a sample copy or subscription details send £1 for your sample to **Soothsayer,** 78 Merton Raod, Highfield, Wigan WN3 6AT.

● John Docherty, known of old in these columns, has again written to me saying that he's now the adventure tipster for a fanzine called **CPU** – which I assume is a general interest computer fanzine with a section of adventure help and tips. If you're interested you should contact Kenny Jarman, 18 Poplar Close, Biggleswade, Beds SG18 0EW.

● John also says he'll try to answer any question on adventure if you'd like to try him out for the price of an SAE. I wish I could offer as much! Foolhardy souls should write to John at 38 Grosvenor Road, Greenock, Renfrewshire PA15 2DR. By the way if you do want a mention for a fanzine how about sending me a copy of the thing so that I can tell folks how marvellous it is and also avoid having to pay for it? Eh?

● Although I can't give any direct help myself, I hope that zillions of you will write to DGW Griffith of 74 Ormiston Grove, Shepherds Bush, London W12 0JS. He's desperate to find a complete solution to **Fairlight II** which he's been working on for ages.

● And just to prove that these pleas can work I've had a reply, or rather a set of replies from the Parker family who asked you all for help with **Blizzard Pass.** They were inundated and were finally able to send me off a full solution to the game. Thanks to you all.

THE QUICKIES

LEGEND OF APACHE GOLD: Jose Pedro of Setubal, Portugal, wants to know how to get out of the wagon. The procedure for using the wagon at the start is to feed the horse, **3,7,** to get going. Then just go in the direction you need. Use the **3,7** procedure every time you want to travel in the wagon. When you stop you can just leave the wagon.

SERFS TALE: Peter Kirk of Chester-le-Street, who sent in the Custerds Quest solution, would like to know where the key is in this game. For maps and keys **4,12** form the hill-top until you find them.

QUEST FOR THE HOLY GRAIL: Jonathan Clay, Doncaster, asks waht use are the Phrase Book, Pink Shrubbery and Jewelled Spade. This book has to be combined with a suitable piece of paper, found in a hollow at the bottom of a hill. It will then give valuable clues. Use the spade to dig at the **11,1** to deliver the Holy Hand Grenade. The shrubbery I've dealt with before – it de-nics the knight who says nic if you give it to him.

HAMPSTEAD: 'I'm going out of my mind,' writes Brian Best, Glasgow, 'trying to find the tie you said was at Justin Perrier's. I can't find the place. Also when I enter the bank how do I approach the receptionist?' You won't get anywhere at the bank or any other place without the tie. Perrier's isn't a place, it's a person. If you've got the lathe bracket from the industrial estate you'll meet him on the tube. After getting your railpass, going southeast and boarding the train at the tube station, **2,9.** Get the tie and wear it and go N.

TEMPLE OF VRAN: G. Wielenga of Natal RSA asks how to get to the small hole high on the wall at the Warts' lair. First get a stepladder by taming the elephant with the peanuts and then going down the cliff. Remember Warts are allergic to cats! Back at the lair **6,10** in the room with a trapdoor in the floor. Now go to the storeroom, **8,14** and the ladder will be yours again. Then take it to the hole and go up.

HEAVY ON THE MAGICK: B Tomsett, Ceres RSA, doesn't know how to destroy the werewolves and can't get past the fountain. You must use the nugget to kill the werewolf and the fountain can be turned off by saying 'Water fall'.

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JACK the RIPPER

I took a few steps down the street. As I feared, there was someone – or some thing – sprawled upon the pavement.

Before I could bring myself to look upon the corpse I noticed something which filled me with a strange sense of horror. Laid out neatly on the ground were two polished brass rings and two new farthings. They had not fallen by accident but had been deliberately arranged.

Already somehow I knew enough to realise that this detail carried an evil significance perhaps even nastier than what was to follow. I turned to the corpse.



The enduring and morbid fascination with the mystery of Jack the Ripper and the terror generated by his crimes in the London of the 1880s comes not so much from the murders themselves but from the fact that his identity and motives were never discovered.

We'll never know for certain, but St Brides has now produced its own version of the events in a three-part 48K adventure that places the Ripper firmly in this world of ritual magic and highly-placed skullduggery.

It's a fantasy, rather than another attempt at a solution, but uses accurate descriptions of some of the murders and tries to recreate some of the atmosphere of Victorian London.

The accuracy of the description seems to have caused CRL a few problems with the film censors who, so I'm told, have insisted on some modifications in the game itself and also to the gory pictures on the cassette cover before they'd award it an 18 Certificate. I don't know the legal ins and outs of getting certificates for computer games but fuss of this kind won't do them a lot of harm to the old sales figures.

Our hero is a rather dapper and well-heeled Victorian gent who, by accident, stumbles upon the Ripper himself as he leaves the scene of one of his crimes in Whitechapel. The police arrive just as our man is bending over the corpse, bloody knife in hand. Understandably they think he's the Ripper and pursue him throughout the first part. You'll face two major tasks in this section, first to evade the busies successfully and then to get a magical text from the safe of a posh club into the hands of an aristocratic lady who knows all about the Ripper and is doing her best to defeat the conspiracy by counter magic.

From then on you go through strange out-of-body experiences in underground caverns that reek of evil and magic and, in the third part, enter a bizarre and literally subterranean underworld beneath the throbbing streets of London. There you must defeat the foul plans of the man or men who are Jack.

Throughout the game there are undertones of Masonic ideas and you'll find imprisoned demons, crystal balls and the very real danger of bullets and runaway carriage horses.

St Brides has written the game with Gilsoft's **PAW** system and has piled in swathes of atmospheric description and text to fill out their picture of the Ripper's London.

The writing is intelligent and fluent with occasional flashes of humour to balance against the horror, which, to give St Brides its due, is not portrayed in some juvenile ghoulish way but is treated as seriously as it should be.

Jack the Ripper doesn't rely on vast numbers of locations or the collection of piles of objects for its success. What it does have is problem succeeding problem in very quick succession, often in the same location, and you're going to need to observe your surroundings very carefully indeed if you want to survive longer than a few minutes.

Basically it's a detective game and uses the PAW system to allow instructions like *Examine the knife carefully* to provide far more detail than a simple *Examine*. Shades of **Sherlock** but I think it's lots more gripping and evocative than that oldie.

FACTS BOX

The first game ever to receive an '18' certificate. Very literate effort from St Brides, with 'gore' added by CRL

JACK THE RIPPER
Label: CRL
Author: St Brides
Price: £8.95
Memory: 48K (3 loads)/128K
Joystick: not applicable

Reviewer: Rubert Price

★★★★☆ 8
★★★★☆

Negative criticism? Not an awful lot to be honest. The game's well-written and researched with plenty of opportunity for lateral thinking and head-scratching, even some philosophy for them as wants it. Such minor irritations as there are in the plot, like not being told in a description when a window's open, don't interfere too much with the real action and movement.

Some of the graphics though are highly questionable – seemingly present to titilate only, being inaccurate and unnecessarily distasteful. Not St Brides work, apparently. Instead they were added by CRL seemingly in the interests of increased sales – which is all a little sad.

Tips? Make sure you take the knife from the scene of crime and, when examining objects, make sure that you type in quotation marks if they're included in the text.

Jack the Ripper is another solid product of the St Brides hothouse. It's a game of moderate difficulty set in a bizarre Victorian world very much like a Hammer horror movie. Despite the 18 Certificate there's no mindless violence and you'll need a resourceful and clear headed to reach the Ripper in his lair –'cos if you don't Jack'll get you first■



Then I saw something else. Something I could not bring myself to believe. Whether it was an hallucination caused by loss of blood or whether my glimpse into the crystal had opened some inner sight I cou not say, but beside the body saw something resembling a de pool of mist and felt myself being drawn toward it. I was sucked downward and saw the gaunt face of the man whom I seen at the place of the firs murder. A suave voice said "Farewell, meddler."

PROGRAMMERS

The ladies of St Brides have been programming games from their highly suspicious hide-away for middle-aged women in Ireland for a couple of years. **Marianne Scarlet** and **Priscilla Langridge** are in charge of the 'school' and are among the most unusual people in the industry...

SOFTOGRAPHY: **Secret of St Brides** (*St Brides*, 1985), **The Snow Queen** (*St Brides*, 1986), **The Very Big Cave Adventure** (*CRL*, 1987)

GAMES FOR '88

ARCA



Tokyo's JAMMA Show (Japanese Amusement Machinery Manufacturers' Association) is probably the most important arcade exhibition in the world. The Japanese have consistently pushed the frontiers of gaming technology forward. Ten years ago it was Space Invaders, then they introduced simulators, sit-in cabinets and laser discs. Each innovation was unveiled at the JAMMA to a rapturous reception. We sent an astonished and jet-lagged Mike Pattenden to the 25th exhibition with a fistful of Yen, a plane ticket and a change of socks with the instruction 'bring us the word on the new wave of coin-ops.' Here's the story . . .

I finally cracked it! After years of chewing toasties on the Brummie express and having coffee slopped all over me on the way back from the buffet car I finally cracked it. This one made up for all those humdrum previews that working for SU normally entails. Mind you, after 14 hours on a 747 and a two hour bus ride through Tokyo's rush hour, a ninety minute trip on a 125 sounds like heaven—even if you do end up in Birmingham. There again you don't get to see Alaska on the way to US Gold.

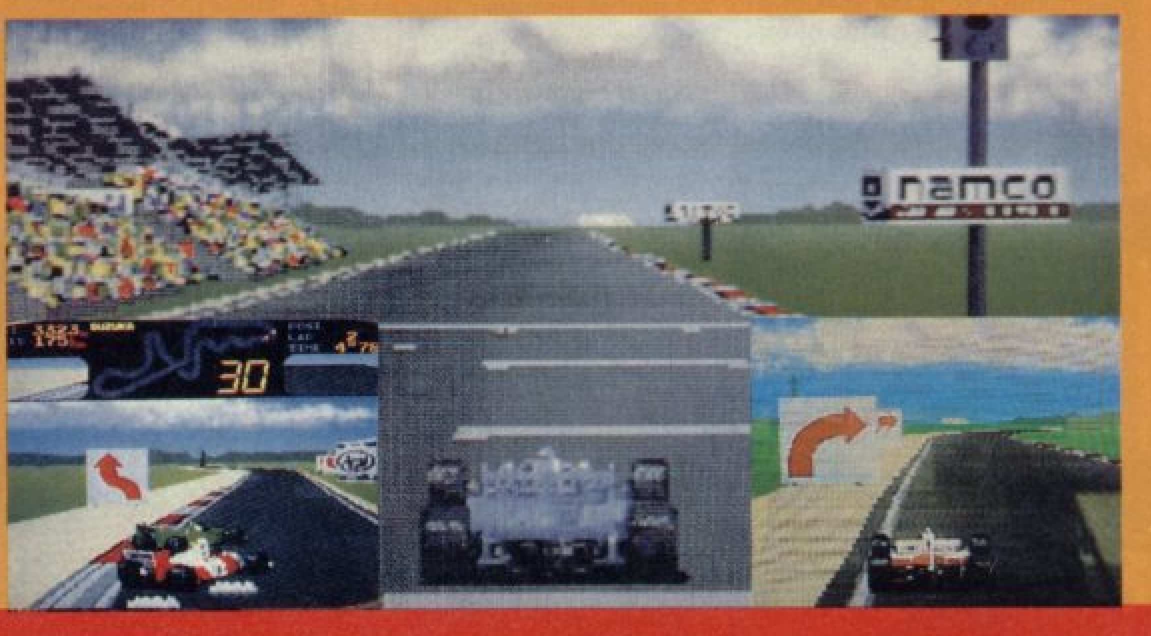
Entering Tokyo at night through its expressways (large multi-laned

FINAL LAP

It was Namco's *Pole Position* which led the way for grand prix arcade games. Their latest, *Final Lap,* makes it look prehistoric. Whilst you can't expect the kind of eight machine link-up I saw, *Final Lap* makes a challenging game on its own. The graphics are in the same class as *Out Run* and *WEC* with great attention to detail on the cars so that they closely resemble the Mclarens and Williams of the Formula One cars. There's much more detail on the course as well with grandstands and scenery based on the Suzuka circuit Mansell crashed on in practice to lose a chance of the World Championship. He could do a lot worse than practice on this, it's going to be big.







ADES

GAMES FOR '88

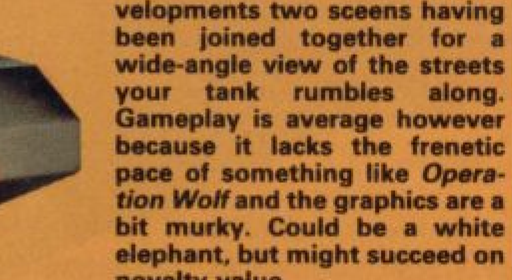




CYBER TANK

There have been tank games in the past, but there has never been anything quite like *Cyber Tank*. It begins with the racing consoles and puts a tank simulation on the top. You get a two player game and a cabinet of enormous proportions. One player can sit in and the other can stand on the step behind and fire the gun mounted in front of the screen Operation Wolf-style. The screen view also follows recent developments two sceens having been joined together for a wide-angle view of the streets your tank rumbles along. Gameplay is average however because it lacks the frenetic pace of something like *Operation Wolf* and the graphics are a bit murky. Could be a white elephant, but might succeed on novelty value.





flyovers) is akin to a scene from 'Bladerunner' with its teeming streets, neon signs and traffic jams. The lights may go off during the day but little else changes. Tokyo is a city of some 12 million people and most of them seem to have a car. If you want to go somewhere you don't jump in a cab. With an average speed of 9 km an hour you just wouldn't get there. In Tokyo City you let the train take the strain.

And so it was on the second day with a less than hearty breakfast inside me (a cup of coffee, a hard-boiled egg and a piece of inch thick toast) I jumped on the underground and went exploring the varied districts of Tokyo. A couple of stops later I was in the equivalent of the West End and, with an unerring sense of direction, standing before a huge amusement arcade.

The first thing that strikes you about Japanese arcades is the seated punters. Apart from sit-in cabinets and special consoles the Japanese like a seat while they blast through their favourite shoot'em up. So their arcades are filled with those little 'cocktail' cabinets you occasionally see in pubs. Games cost 100 Yen a go—about 40 pence which may seem a touch expensive until you realise Tokyo is the most expensive city in the world. You can easily spend thirty quid on a decent meal and I did *(aaaaarrggghhh!! Expenses Ed)*. A tour round several other arcades proved this to be the norm, but failed to yield any stunning games that had never crossed over to the West. I did spy a Stallone-licensed *Rocky* boxing game that I hadn't seen before and more interestingly a 3D game called

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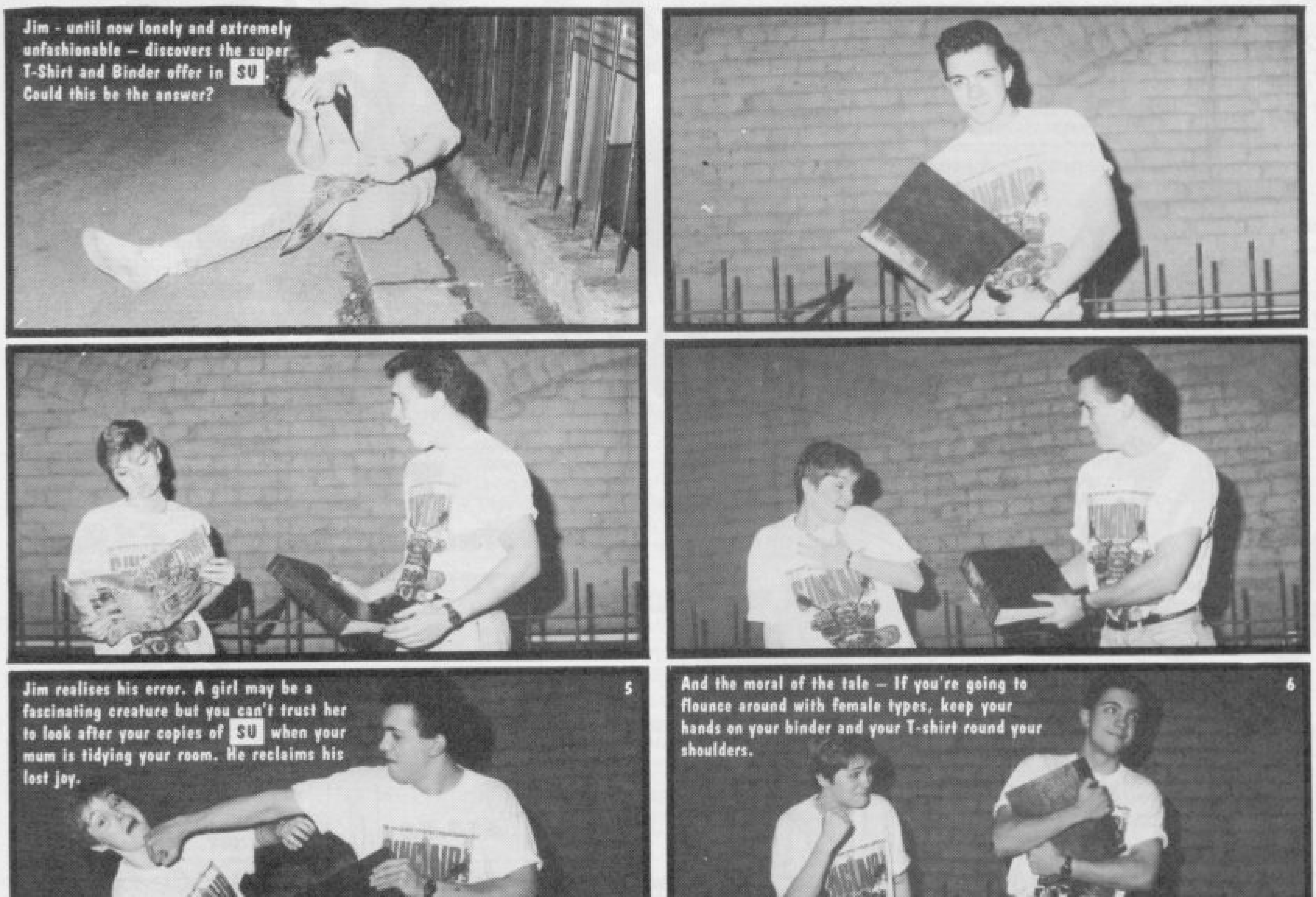
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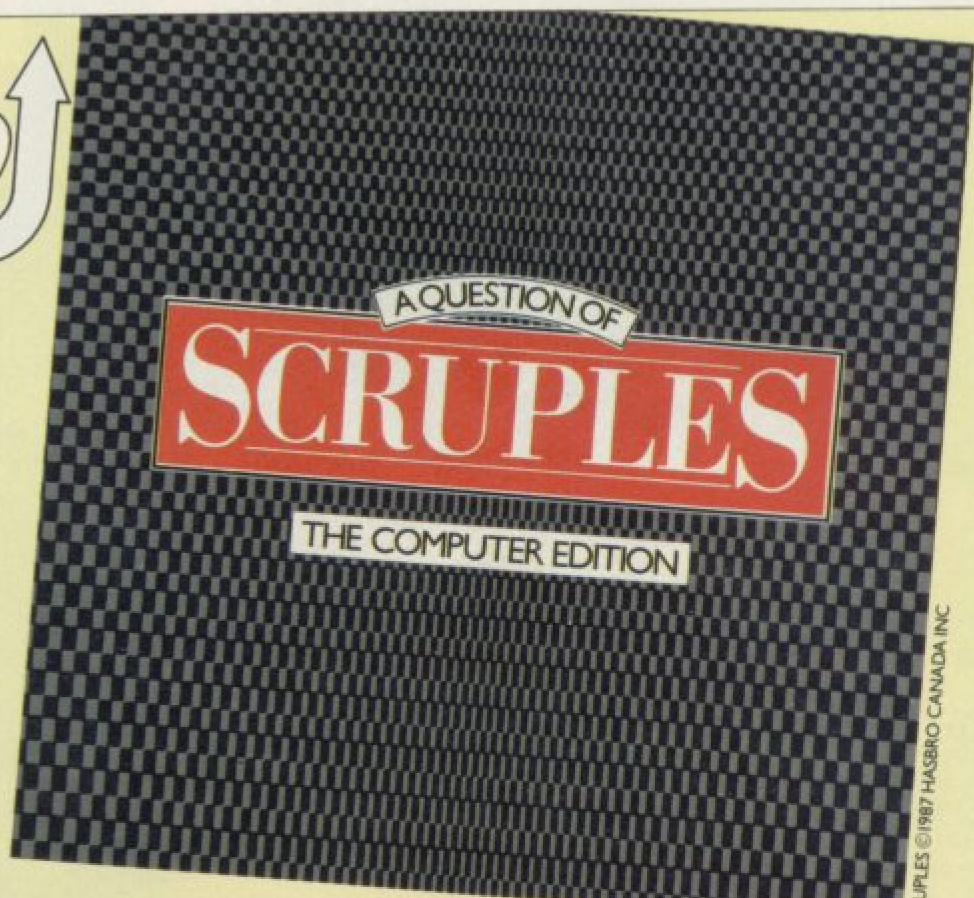
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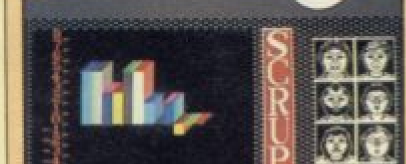
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ARCA

Thunder Ceptor II. Housed in a console it had a fixed pair of those wacky blue and green glasses they issue with gimmicky films and magazines. The effect was startling as you flew a ship down a long Hyperway which actually seemed to disappear over your head. The graphics and gameplay didn't really do it justice, but my appetite was well and truly whetted for two days freeplay on some stunning new machines.

Another thing that struck me about many of the Japanese arcades was how quiet many of them are, and how few of the actual arcade machines were in use. It seems many of the Japanese prefer to play the gambling machines housed in these places. In the arcades that doesn't mean fruit machines but strip Mah Jong. The game, a sort of lateral dominoes, abounds in Japan and plays on the same lines as many of the rather pathetic strip poker games you can buy for home computers. As you win points a woman, often tied up, often of Western origin, with those stupid great Bambi eyes like Marine Boy had, is forced to reveal various parts of her body. Except when you get down to the nitty gritty so to speak, there's nothing there! Such things are censored in Japan. Comic books may depict rape, and often do, but cannot reveal sexual organs. A strangely hypocritical attitude.

The other great Japanese vice to feed their thirst for gambling is *Pachinko*, a bizarre game which consists of watching dozens of ball bearings tumble down an upright bagatelle-like machine. This is their bingo with prizes for points (points make prizes — even in Japan) and it can be seriously addictive. Give me the fruities any time.

After a day playing Mr Tourist it was time for some work *(good of you to squeeze some in—Ed)* at the show. After a filling breakfast of sausage and egg Mcmuffin at the local McDonald's (no more rock hard eggs for me) I was off on the monorail out of Tokyo to the Ryutsusenta, a giant warehouse on the edge of the city's harbour which housed the 25th amusement show. A swift can of the charmingly named Pocari Sweat (a sort of cheap flat lemonade) to bolster my ion level and I was inside and ready to deal death to any alien, greeb, or beast that might dare cross my path. All these machines on freeplay, it was too much to take in! Any arcade junkie would think they'd died and gone to heaven.

The exhibition was set in two halls and I came upon the smaller of the two first, only to find that it housed two of the biggest names in the amusement business — Taito and Namco. Without pausing to click my trigger finger or do any warm up exercises I pounced upon an unsuspecting *Operation Wolf* and embarked upon a twenty minute orgy of murderous machine gunning to get myself in the mood.

The other major



Rainbow Islands the Bubble Bobble sequel.

launch on the stand was the *Full Throttle* driving console which has now been released here. What really caught my eye that I hadn't seen before was something that set the tone for the whole show. Called *Cyber Tank* it was a monolithic console that takes the two-player game to the limit.

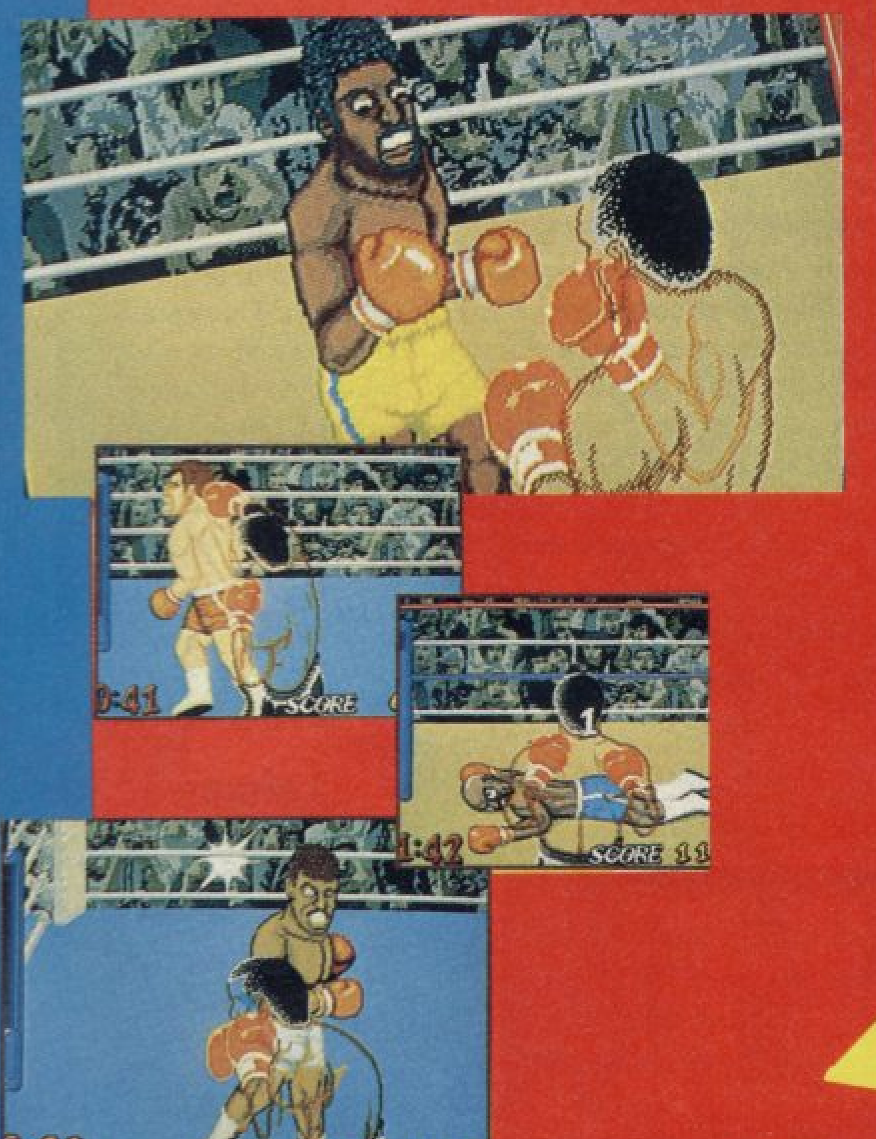
Such heavily customised units went on to be the cornerstone of the 25th JAMMA Show. This is the answer the amusement business has come up with to its major problem. Like home software, organised piracy poses a massive problem to manufacturers and for them the sums involved are even larger. Bogus copies of games, many from East Asia, have been costing the big boys thousands, if not millions of pounds. It got to a point when people were turning up at a show like the JAMMA or the AMOA in Chicago, buying the memory boards to the latest machines, grabbing the first plane to Taiwan to set up copying the games and churning them out as quickly, and more cheaply, than the arcade companies. The feeling is that the more heavily dedicated the games can be, and the more impressive the cabinets, the harder they'll be to copy. For the arcade owner though that can mean paying out £10,000 for a top-of-the-range *After Burner* unit.

Taito wasn't all mega buck units, there were plenty of standard upright cabinets and sit down cocktail games as well. Apart from the already reviewed *Wardner* there was a military motor bike game called *UAG* or *Unattached Grenadiers*, a two player shoot'em up that puts you in command of a bike faced with the task of penetrating an enemy base to destroy a nuclear arsenal. It's a standard up-the-screen battle with major obstacles at the end of each level and sidecar weaponry to be picked up en route.

It was only the next day after a conversation with Firebird's Colin Fuage that I realised I'd missed something. I'd only gone and

HEAVYWEIGHT CHAMP

If you're a wimp then you're going to have a bit of trouble with *Heavyweight Champ*. Like Capcom's *Street Fighter* it makes you get physically involved in the action in a way no game has ever done before. Sega's new boxing game deserves the word simulation more than anything else, because it asks that you box. The cabinet is a huge robotic looking thing with a swivel top and two handles extending from the front. Grab them and punch out the opponents in a frenzied bout of pounding. Your fighter stands with his back to you like the Frank Bruno game and will respond to your movements even to the point that when you swivel the cabinet left and right he will shimmy away from the opponents' punches. *Heavyweight Champ* asks you to beat four boxers on the way to the title and then to defend it if you win. The action is fast and exhausting if you manage to stay in the ring for more than a couple fights. Destined to be a classic if the cabinet can take the punishment.



ADES



ignored the sequel to *Bubble Bobble* because of its disgustingly cutsie wootsie name of *Rainbow Islands*. I nearly missed a seriously addictive slice of gaming. I wouldn't be at all surprised if Firebird were in there again after the success of *BB*.

In my haste to get my hands around an *Operation Wolf* I had also managed to miss one of the most ambitious set-ups of the show. Directly opposite Taito Namco had a racing game called *Final Lap* which entailed linking up a string of dedicated consoles in an *eight player* game! It was a display worth some £60,000 and had people queuing all day for a chance to compete in a grand prix. Commentators in driving overalls kept up a running commentary of events on the track as cars skidded off corners and overtook each other.

Final Lap was the focus of Namco's stand, but to the side were several other machines with some unusual sequels to old warhorses. Would you believe *Pac-Man* is back? This time he appears in thrilling 3D in *Pacmania*, whilst *Galaga* returns for more up-the-screen blasting in *Galaga '88*. Otherwise there was another dull *Arkanoid* clone in *Quester*, a tank/helicopter shoot'em up called *Blazer* and a game I'm not sure will make an appearance over here called *Tarosuke's Journey*. It had lots of fat childlike figures running round a fantastic landscape, being rather naughty.

Pausing only to loose a few slugs on an automatic rifle range I made my way into the main exhibition hall filled with the din of hundreds of coin-ops. Where to start? After wandering in an aimless wide-eyed daze for ten minutes I decided it was time to do things methodically.

Jaleco have the have the dubious distinction of remaining in my memory for releasing the sexist shoot'em up *Exerizer*. Nothing on their stand showed any promise, least of all another poor *1942* clone called *Block Buster* and a bizarre game that involved little pigs running around throwing bombs at each other.

Over at Irem it seemed unlikely they would produce anything in the next six months to overshadow *R-Type* (their most successful game since *Kung Fu Master* in '85). In fact their stand had nothing worthy of note bar a disgustingly twee game called *Mr Heli* which didn't even merit a play.

Fortunatly there was solace to be found on the little known Wood Place stand. Their main game was a destoyer/submarine shoot'em up called *The Deep*. Reminiscent of these old depth charge games, *The Deep* ups the stakes with some good graphics and niggly gameplay. One particularly nice section takes you into the arctic circle with a huge submarine lurking at the far end of the screen.

Things really started to look good with the Tatsumi stand opposite which consisted of just one game. Called *Gray Out*, (likely to become *Black Out* if it ever reaches this country) it stakes its place at the forefront of the *After Burner* race. I came away from the console reeling, my eyes wobbling in their sockets. It was time for another can of Sweat.

One of Nichibutsu's biggest ever games was *Terra Cresta* and their stand's arcade hopes seemed to rest solely on a shoot'em up which harked back in name to that previous hit. *Terra Force* has the novelty value of providing the player with the choice of battling through screens of nasties either horizontally or vertically. However its gameplay and backgrounds do little to stop it from being another *Nemesis/R-Type* blast. Ho hum. Show me something *new*.

No chance of that at Capcom with the company that brought you *Commando* and *Ghosts'n'Goblins* demoing two games we've already seen over here *1943* and *Street Fighter*, the tough contact pad game that I can't make my mind up about. My gut feeling is they've missed the boat. A year ago I think it would have been enormous.

What I needed was light relief, a thing that could only be provided by a heavy dose of pinball. Data East's display of arcade machines was largely overshadowed by an explosive new pinball table that boasts digital stereo called *Lazer War*. Twin speakers mounted just above the glass pound out a bruising, frenetic synth beat and urge you on with speech as well. Ramp and steel track, 3 ball multiball and 'laser kick' which blasts your ball back into court just when you think all is lost make *Lazer War* the pinball game of the moment.





GRAY OUT

Jet fighter sims are set to become the vogue with the success of *After Burner* and *Gray Out* is the first to enter into the dogfight. You fly something which resembles an F-16 at the usual eye blurringly fast speed over land and sea blasting every thing in sight. The thing about Gray Out is that it turns out to be more playable than *After Burner*. In my opinion the Sega game is just too difficult and fast to really give you the feeling you're in control. Tatsumi's machine does everything *After Burner* does but you feel you have a chance with it. The graphics are not quite as good but then AB is probably graphically the best game ever produced. Nevertheless, some of the locations you fly through are good. I particularly like the deserted city with its skyscrapers that you must fly between and the desert you fly over in Mission 3. If it ever gets past Sega's lawyers and has a name change *Gray-Out* could well prove a hit.



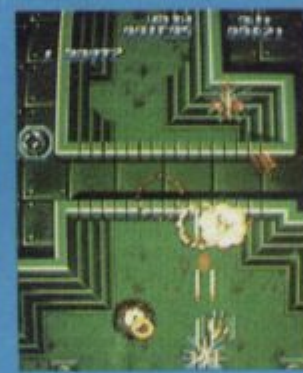
ARCADES











AJAX

In an attempt to stay up with the big boys Konami entered the console shoot 'em stakes with a semi-*After Burner* clone that had many in two minds. Stage One plays as a horizontal shoot'em up with you controlling a helicopter through a barrage of flak and attack waves. It plays like *Terra Cresta* really and wouldn't have made much of an impression had it not transformed into a 3D fighter game in Stage Two. The graphics put if firmly behind *AB* and *Gray Out*, but nevertheless make the game much more entertaining (if you can get that far). If you can't find an *AB* you might give it a whirl when it arrives.

Data East's arcade games have always been a bit dodgy and there was little to suggest anything was going to change with a strange shoot 'em up based on evolution (which seems a bit contradictory when you think about it) and a new/old licence based on *Ghostbusters* of all things! The game has little to do with Activision's computer hit and didn't play as well either.

Over at Konami I was hoping for something to continue the success of *WEC Le Mans*, but the company had instead plumped for a dedicated console of the shooting variety called *Ajax*. They also had another rather unoriginal game of video pool called *The Hustler* which was saved from complete indifference by a straight-on shot of the balls as well as the normal overhead shot of the table. Nevertheless unless Konami have something up their sleeve they won't be repeating the success of *WEC Le Mans* for a while.

Without Sega things would have been seriously disappointing. I'd have come back on the plane concerned that the trip was a flop and the Ed wouldn't pay for my sushi. But you couldn't miss the Sega stand. It dominated the exhibition hall and it dominated the whole show with not one but several games that confirm its status as the top manufacturer in the world. Two we've seen before in *Afterburner* and *Free Kick* but there was more much more. Biggest and bestest of all was a novel new boxing game that takes the dedicated cabinet to the same limits as Coreland's *Cyber Tank*. *Heavyweight Champ* is the kind of game that gets you totally involved in the action. So is Sega's *Super League*, a baseball game which not only had superior graphics but also had a little player on the (flat) cabinet that acted as a way of swinging the bat. As the pitcher lets fly you time your moment and whip the figure round in an attempt to smash the ball out of the park.

Among the many *After Burners* and *Heavyweight Champs* was another *Arkanoid* clone this time heavily disguised as a fire fighting game. Since it didn't have a name at the time I can't tell you what it was called, however I can tell you it was very good. You have to rescue a number of people from a blazing house. You do this by bouncing off a trampoline at the right angle to snatch them from the windows and drop down to safety. The trampoline, carried by two burly fireman acts as the bat. Should you fail to catch the bouncing rescuer then it's splat and a life down.

So Sega, Taito and Namco overshadowed everybody else to such a degree that their products ended up looking pretty average. Many games at JAMMA *were* average but many others would have been good enough had *After Burner* not upped the stakes in arcade gaming. Sega meanwhile proved that they have the ability to take things further still.

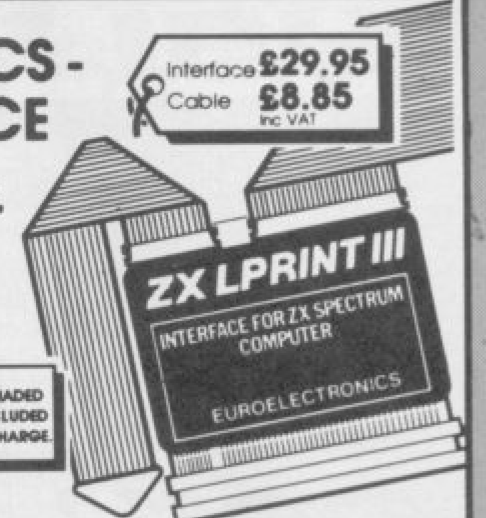
There were strong rumours that some games had been held back possibly for the AMOA show in Chicago (*Don't even think of asking — Ed*) particularly a follow-up to *WEC Le Mans*. We'll have to wait for news of that, but until then I think there's enough to keep you going. Sayonara!

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VISA

ERIK the Phantom of the OPERA

Fans, or should one say fan, of Andrew Lloyd-Hamster would no doubt be delighted to think that his mightily successful musical *Phantom of the Opera* had been turned into a computer game.

Well come down out of the flies my friends, because **Erik – Phantom of the Opera** from Chrys has absolutely nothing whatsoever to do with the musical. Instead it's a fairly standard platform effort.

Well yes all right, so it is based on the same story by a Frenchman with a name that sounds as if you have a helicopter jammed down your throat, but apart from that, there's no similarity at all.

Erik (I didn't know he was called Erik) is holding the beautiful singer Christine hostage in the theatre, and it's very much up to you, Raoul boyfriend of Christine, to go and rescue the dame.

No easy task. Being horribly deformed and all that, Erik's gone completely loopy, and is most intent on hanging on to Christine. So as Raoul creeps around the theatre in the dead of night, he comes across the most appalling obstacles. The Phantom throws bombs, skulls, top hats (top hats?), crystal chandeliers, grinning masks and suchlike at Raoul.

The only way to escape is to shoot them, or jump over them. And here we have a very major (we're talking big) problem. It's impossible, because of the nature of the controls, to walk and run at the same time. You only end up jumping. So you just have to stay still and shoot. No walking along taking out the top hats at the same time.

Big probs huh? Well it's worse than that, because these ghoulies and top hats come screaming at you thick and fast, and you're just bound to get nobbled pretty quickly.

What we have here is a scrolling arcade sort of a game. Although **Erik** is obviously very large, there is very little variety in the gameplay.

It's all highly complicated and not really very rewarding.

It's not hugely impressive to look at either, although there are some nice touches here and there. As your hero moves about, he holds on to his hat as he leaps, and starts to rub his throbbing head as he walks into a dead end. But he's a rather spindley sprite and the backgrounds of the theatre itself are remarkable only for their mediocrity.

Sorry **Erik**■

FACTS BOX

An interesting subject turned into an uninspiring game. Nice to look at for a bit, but after that, not a lot else

ERIK – PHANTOM OF THE OPERA
Label: Crysys
Author: Mark Rivers
Price: £7.95 (£9.95 disc)
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★☆☆
★★☆☆☆ **5**



ACE 2

Last year, Cascade's **ACE** made quite an impact. It hit just the right balance between simulation and arcade game to appeal to a wide audience, it was neatly programmed, and it offered more excitement than conventional flight simulators.

For all that, **Aerial Combat Emulator** was a simple game of skill and timing.

ACE 2 tries to repeat the formula with a little more gloss, but fails to make a better impression than the original.

The main gimmick is that **ACE 2** can be played as a one- or two-player game.

The screen display includes a score column showing planes remaining and points scored on the left, and two out-of-cockpit view windows. Each window includes a control panel giving details of speed, altitude, fuel, compass bearing, ammunition and so forth. There's also a message display, which comes up with comments like 'reduce altitude to land'. This is pretty odd, since the game doesn't require you to land (or take off for that matter). All you do is fly off the map under 1,000 feet, and you're switched to the armament screen, where you can take your choice of heat-seeking, radar-guided, air-to-sea missiles.

There are two main scenarios to play. A straight air-to-air battle with you versus the computer (or another player), or a more complex mission where you have to knock out a spyship before reaching for the sky.

The graphics, unlike those of the undistinguished **Top Gun** which **ACE 2** otherwise resembles, are solid rather than wire-frame. However, since the background consists entirely of

PROGRAMMER

PAUL LAIDLAW is part of Cascade's in-house programming team
SOFTOGRAPHY: **ACE** (*Cascade*, 1986)

FACTS BOX

Good basic idea, but ACE 2 doesn't quite make it either as an arcade game or a simulation. Adds nothing to ACE 1

ACE 2
Label: Cascade
Author: in-house
Price: £8.95
Memory: 48K/128K
Joystick: various

Reviewer: Chris Jenkins

★★☆☆☆
★★☆☆☆ **4**

IMPL

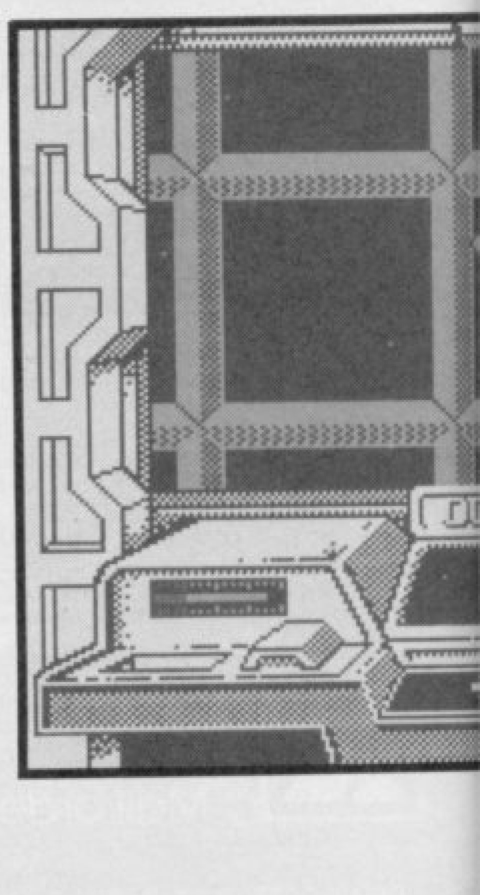
According to the blurb, the world that you been have uttered from is under attack, so you naturally 'fight back'. All to do is fly your ship over a series of seven grids, each harder than the previous one, shooting nasties and some funny dome-shaped things. And when you have shot the requisite amount of FDST (Funny Domed Shaped Things), you get transported to the next grid.

Occasionally, an item appears under the grid, so you must use the Dive button to go under the grid, collect the thingumibob and climb back up.

When you've destroyed all seven grids, then it's off to the city again to cause a lot more mass destruction.

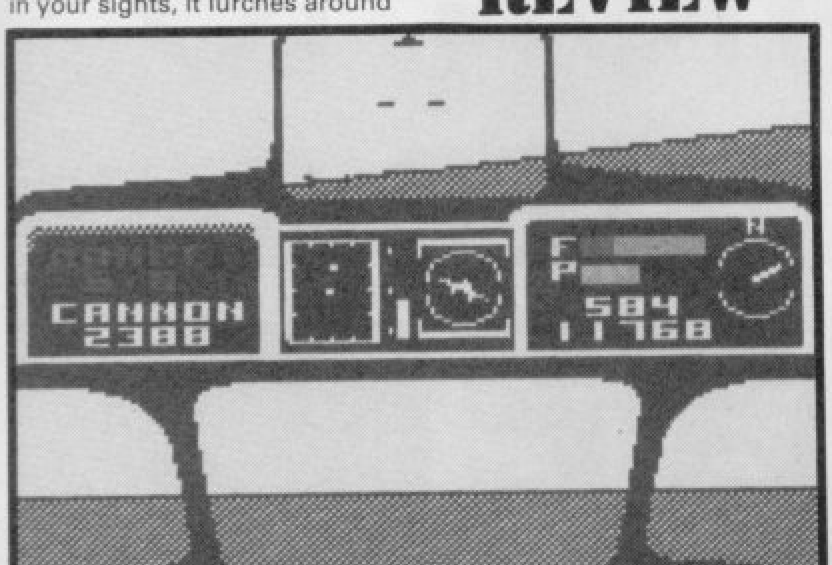
Graphically, it's dull. Aurally it's dull. Even the playability isn't up to much. So I can't understand why I quite like it. Maybe because it can be fun. Approach it with the right attitude and it *is* FUN.

Just one more thing. It claims to be 360° scrolling. I'm sure it only scrolls in eight directions■



blue sky, blue sea, a black horizon and a small black aircraft, even the smooth and speedy scrolling doesn't convey much excitement.

The artificial intelligence controlling the computer aircraft doesn't seem to be that hot. You can happily fly for ages without getting shot at. At the same time, if you get the baddy in your sights, it lurches around the screen in a way which definitely contravenes accepted laws of physics.



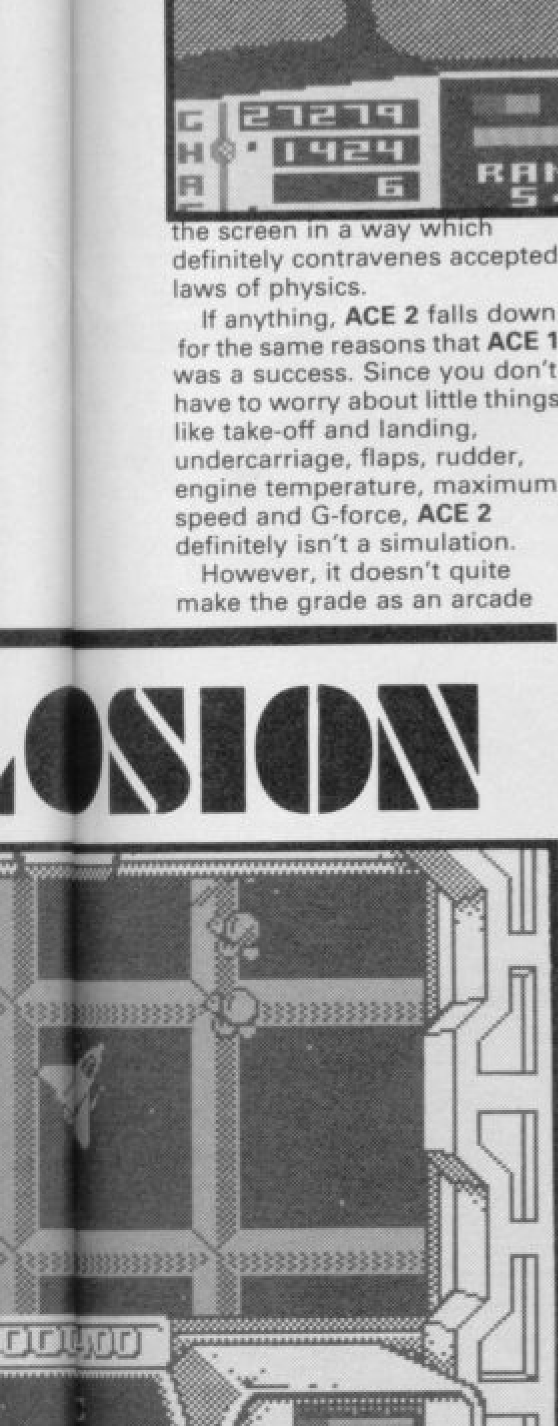
If anything, **ACE 2** falls down for the same reasons that **ACE 1** was a success. Since you don't have to worry about little things like take-off and landing, undercarriage, flaps, rudder, engine temperature, maximum speed and G-force, **ACE 2** definitely isn't a simulation.

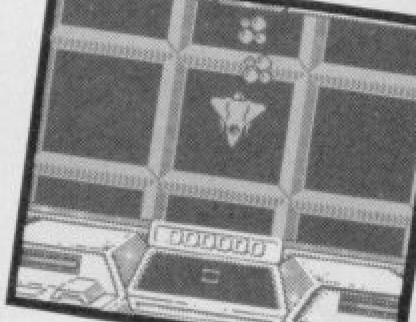
However, it doesn't quite make the grade as an arcade game either, because the action isn't fast and variable enough to maintain the interest.

Perhaps Cascade thinks that adding a few extra details like variable weapons load, alternative missions, and defensive measures like chaff and flares makes **ACE 2** more appealing. It doesn't really, because the basicidea is played out and the gloss doesn't add enough to make the difference■

ARCADE ★ REVIEW

LOSION





FACTS BOX

This type of plan-view zoomy blast of game went out with Space Pilot. But, for all that, it's definitely got something

IMPLOSION
Label: Cascade
Author: Paul Laidlaw
Price: £8.95
Memory: 48K/128K

Reviewer: Tony Dillon

★★★★☆★★★☆☆ 7

TWILIGHT

FIVE STAR GAMES 3

COMPILATION Label: **Beau Jolly** Author: **various** Price: **£9.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Another jolly excellent offering from the Jolly stable with seven titles

Yet another compilation from BJ, this time with seven games.

On the single tape pack, you get Trap Door, the very playable game featuring all the characters from the TV series. Then there's Uridium Plus, a slightly enhanced version of the original. Next is Tau Ceti, that great skimmer simulation that was the first of the Galcorp games. Exploding Fist makes a welcome return to our screens with the original action game. Firelord is the best ever arcade adventure (well I thought so) with some terrific graphics and sound. Strike Force Harrier is one of the best combat-cum-flight simulators I've played, and finally Aliens (UK version) controlling a crack team trying to destroy an alien presence. It's an compilation■

★★★★★★★★★☆ 9

NIGHTSHADE

ARCADE Label: **Ricochet** Author: **Ultimate** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Another great Ultimate rerelease from Mastertronic. In its day Ultimate was without rival

Now he's back, in Nightshade. Yes, in Nightshade you take the role of the guy with the funny hat who has to clear a town of disease by collecting the antibodies and slinging them at the germs found in various buildings dotted around. The animation is crisp, as with all Ultimate filmation games, with one difference. In this town, it scrolls, not flips. The graphics are excellent too, with some funny spots.

All round, a totally sponditious game. Right on Rick (O'Shea)■

★★★★☆★★★★☆ 8

RIDING THE RAPIDS

SIMULATION Label: **Players** Author: **Paul Griffiths** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

A good idea with some original touches but just a little more speed would have been in order

In Riding the Rapids, you get to paddle a kayak down four mountain rivers, each more hazardous than it's predecessor. The idea is to steer and paddle at the same time, avoid the side of the river and the various rocks and small islands, and on top of that you have to travel through the flags in the right way and get through the course in the fastest time possible.

Graphically the game has not much to offer. A sprinkling of dots for a rock here, another sprinkling of dots to show the bank there. Control is easy to get used to and the courses can provide a challenge in places. My main gripe though is the speed. It is so slow. The old New Generation game – Shoot the Rapids was tons better■

★★★☆☆★★☆☆☆ 5

UCM

ARCADE Label: **MAD** Author: **David Thompson** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Graham Taylor**

A sort of futuristic Commando. Competently programmed, but lacking the variety to hold the interest

There isn't a great deal to choose between them – Mandroid evil criminal synthesis of metal and flesh or Warmonger the greatest combat soldier now turned evil. The two of them are locked up on a prison platform a hundred miles above the earth's surface.

The idea of UCM (Ultimate Combat Mission) is that you are Mandroid or Warmonger, ie one of the bad guys and you want out. You choose to play one or the other at the beginning of the game depending on how human or droidy you feel. The other difference is in your equipment. The Droid has a slow but far firing laser the human has a fast action but short-ranged machine gun.

The actual game is not that astounding unfortunately. Small little sprites which trundle over a rather dull background.

It isn't rubbish – the programming is too good for that – but basically you'll fall asleep long before you get to the final screen■

★★★☆☆★★★☆☆ 6

ZONE

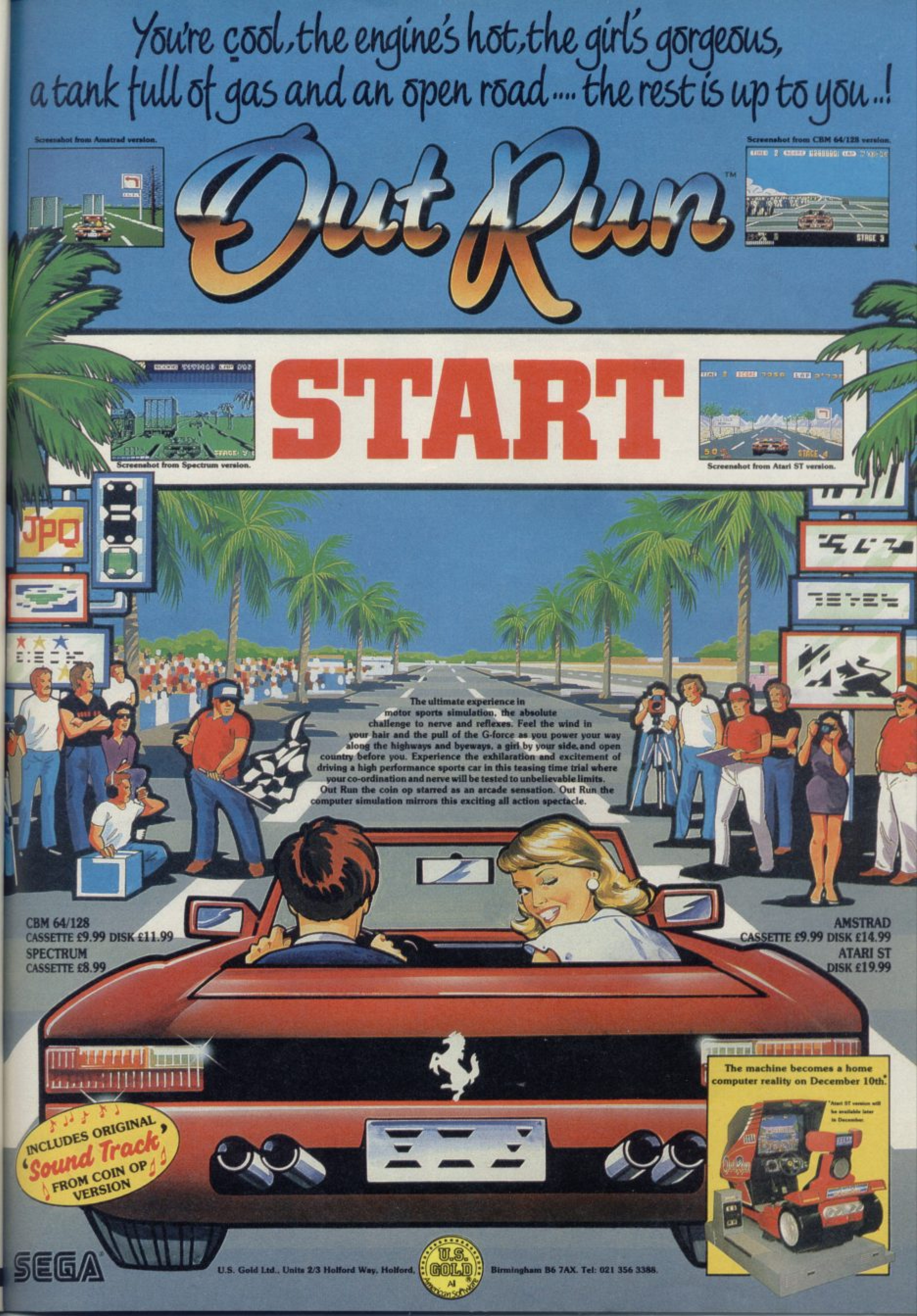
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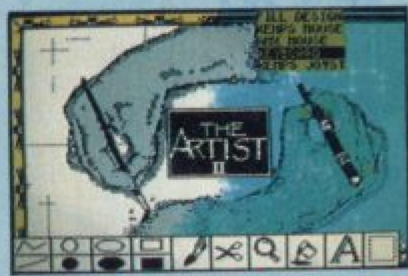
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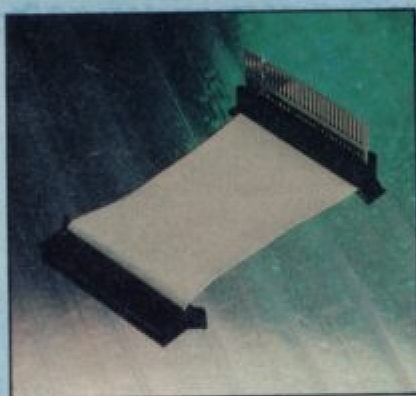
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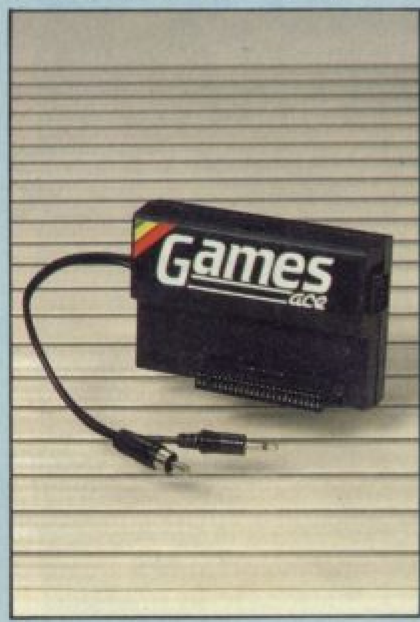
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TIME TRAX

ARCADE Label: **Bug Byte** Author: **Binary Design** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Unoriginal, unexciting, unmotivating, unplayable and almost unbelievable junk. Hardly worth reviewing

In this limp-wristed programming monstrosity which can only be loosely termed as a game, you play a jerky little sprite who has to find some missing objects that belong to the 'most powerful minds in creation'. What's wrong with it, then? For a start, there are many different locations all of which look like bad attempts at a cross between Impossible Mission and Jet Set Willy. The main character is small and badly animated and designed. And the menu system doesn't really do very much a waste of time■

★☆☆☆☆
☆☆☆☆☆ **1**

COMPUTER HITS 4

COMPILATION Label: **Beau Jolly** Authors: **various** Price: **£9.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

Excellent compilation at a price which makes it an ideal Christmas stocking-filler

Computer Hits 4 is an absolute blast as compilations go. Twelve full-price titles of which in my opinion five are fab, five OK and only two turkeys. Fab ones first: Vortex's Revolution, a 3-D multi-level arcade adventure featuring a bouncing ball, Spindizzy, the original Electric Dreams guide-the-gyroscope-around-the-3D-maze epic, Pyracurse, Hewson's Ultimate style arcade adventure, Sacred Armour of Antiriad, Palace's futuristic romp and Starquake, Bubble Bus' space skit.

The OK ones include Ariolasoft's Deactivators, CRL's Bride of Frankenstein, Martech's karate simulator Uchi-Mata, Microsphere's Sam Cruise, and Electric Dreams' Dandy. This leaves only the turkeys: Hewson's City Slicker and Pulsator. Overall, though, wotta collection!■

★★★★★
★★★★★ **10**

SOLID GOLD

COMPILATION Label: **US Gold** Author: **various** Price: **£9.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Jason Roseaman**

A good value package of the better hits of this year

As compilations go, this one is certainly above average. Containing five of US Gold's most highly acclaimed games, in a package that should have something to please everyone.

Leaderboard gives you the ultimate in golf simulations, eat your heart out Sevvy. Winter Games, all the thrill of speeding about in the snow. Ace of Aces, superior simulation-cum-shoot-'em-up. Infiltration gives you the chance to fly a helicopter in great style. And finally Gauntlet, perhaps the ultimate "Let's be pixies game".

Five superb games for only £9.99. Yes, you may have a couple of the titles, but unless you've got them all, you might as well give Solid Gold a go. It's pure magic■

★★★★☆
★★★★☆ **8**

GAME SET AND MATCH

COMPILATION Label: **Ocean** Author: **various** Price: **£12.95 cassette/£17.95 disc** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

A strong sports sim with treasures old and new but why so costly? Ten games and more than 20 events

Game Set and Match is the second of the compilations released by Ocean in oversize boxes that make them look for all the world like a jigsaw. On it are all the games you'd expect to find on a sport tape, such as Hyper Sports, conversion of the arcade ex-favourite. World Series Baseball makes an appearance which I find fun merely for the ads and messages that flash up on the giant video screen. Konami gets it feet well in the door with Tennis and Ping Pong, two great arcade games that are not so great in 48K. Ol' Jonah Barrington's Squash is there too, with its amazing reprosound. There's Pool. , Gamestar's Basketball is 'OK', but I don't find it follows the blurb very closely. And you can't have a sport compilation without Daley, so Supertest is dropped in. Barry McGuigans Boxing makes a giant leap for mankind. And there's . . . Super Soccer. I'm sorry, but that has let down the entire rating by being just crud■

★★★★☆
★★★★☆ **8**

TWILIGHT ZONE

BEACH HEAD II

ARCADE Label: **Americana** Author: **Access** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Fun re-release shoot-'em-up An excellent budget battle

In the sequel, the dictator has kidnapped some of the allies that helped you in that battle and so it's your job to go behind enemy lines and retrieve them. There are many tasks to accomplish in this multi-screen attack. To begin with you land your forces behind enemy lines by dropping and advancing them through and around a series of walls avoiding the constant firepower of a large gun situated at the bottom of the screen. One nice touch here is that if you are playing two-player, one player takes control of the gun. Once you have got your mini A-team past the gun, you then free the prisoners and protect them using the big gun to shoot tanks and enemy soldiers. After that it's a daring vertically scrolling helicopter flight. Finally it's the booma-dagger fight. Two opponents stand on either side of a cave and throw daggers at each other. Great stuff!

Graphics are small, but very detailed in places and the animation in the first stage is a delight. A worthy follow-up to an old classic■

★★★★☆
★★★☆☆ **7**

POWER PLAYS

COMPILATION Label: **Power House** Author: **various** Price: **£9.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

Eight games for a tenner. Good value you might think – but then look at the quality of the games . . .

There's a good deal of variety in these eight back-catalogue Power House titles, but precious little in the way of quality. Worst of the lot is Cyrox, so full of bugs that at one stage all the backgrounds disappear completely. How's this for an intro: "A valueable (sic) shipment of crystals has been stolen . . . there (sic) whereabouts has (sic) been traced to Cyrox . . . headquarters for public enermy (sic) number one . . ." The game's as good as the grammar. Time Flight is a fair Time Pilot rip-off, Sword and Shield (the best thing on the tape) is a neat Kingdom-style strategy game, Tomb of Syrinx, an average arcade-adventure, Hercules decent platforms-and-ladders; Sqij, a shooting-and-collecting scenario, Slingshot, a Star Trek-type space zapper; and Oddball, a battle to push radioactive blocks into a disintegrator.

Only worth bothering with if you don't have any of these titles already■

★★☆☆☆
★★☆☆☆ **4**

THE DOUBLE

Label: **Scanatron, 396 Totterdown Road, Weston-super-Mare, Avon BS23 4LH** Price: **£11.45** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

An involving Football-managerette – overpriced

Honestly the genre of football management games is enough to make any human being break into a cold sweat. (Remember Football Director!)

For those of you who may have just been born, the general idea is that you play the manager of a football club, which in this case happens to be in the 3rd division and using the skill of decisions and a little bit of luck by selecting options you have to get them through to be the league champions and/or FA cup winners. The game is menu-driven with all the usual features and at the end of each week lists all the scores and shows the league tables. Not surprisingly, Liverpool are nearly always at the top, though I was sure Rush had gone to Juventus.

It turns out the game is amazingly simple to use and gives you a wealth of information making it terrific fun to play. A goodie – but pricey■

★★★☆☆
★★★☆☆ **6**

INVESTMENT MONITOR

WORK-OUT Label: **Slatford, 3 Campbell Road, South Croydon, Surrey CR2 7ED** Author: **Michael Slatford** Price: **£12 (mail-order only)** Memory: **48K/128K** Joystick: **none** Reviewer: **Chris Jenkins**

Keep track of all your stocks and shares – as they wiz down and occasionally up

OK, no jokes about 'crashes' here. Investment Monitor isn't a get-rich-quick method to decide what shares to buy, but a useful method of recording your equities, gilts, unit trusts, bonds, regular investments, and probably what you've stashed in a sock under the bed too.

Epson and RS-232 printer convertible, Investment Monitor is basically a menu-driven card-index system. Each 'card' is tailored to take details of the particular kind of investment represented, including date bought, value, current price, dividends, and so on.

You can review your cards singly or in numerical order, and up-date, delete, insert or renumber them.

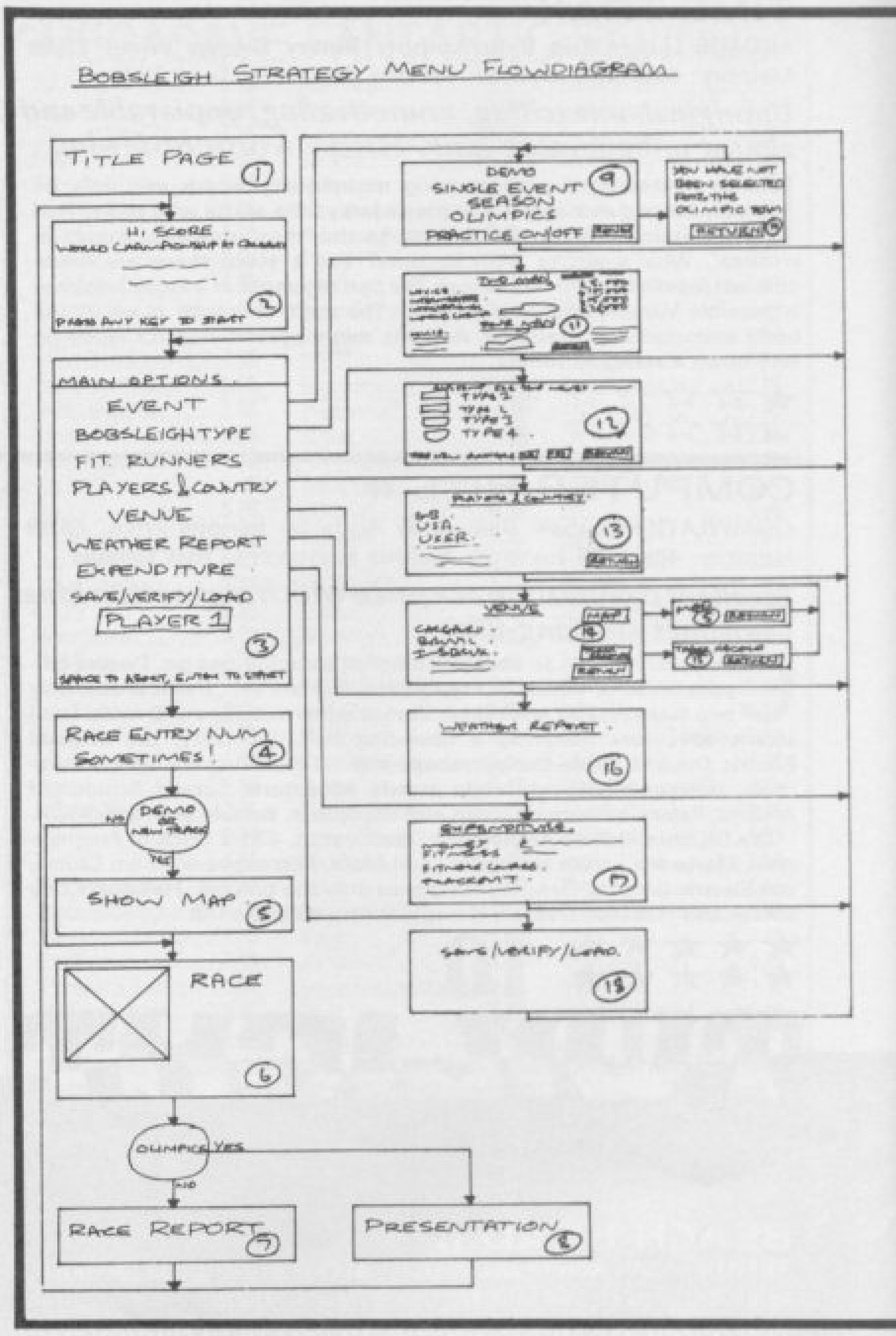
Also, should the stockmarket collapse, your Spectrum will jump out of the window for you (not strictly true – Ed)■

★★★★☆
★★★☆☆ **7**

BACKGROUND NOISE

Background Noise looks behind the top games of the moment and speaks to the programmers who sweated blood to produce them. Background Noise looks from the author's point of view — at the particular programming problems and the way they were solved





BOBSLEIGH

A bobsleigh simulation on a Spectrum?

It looked impossible at first sight. The main problem was to design a game that looked realistic enough to be classed as a simulation but which would still run fast enough to capture some of the thrill and excitement of hurtling down an ice hard track at over 90 mph.

Since none of us had been down a bobsleigh run we enlisted the help of the British Bobsleigh Associatin and Britain's top driver Nick Phipps.

A visit to London one cold January morning gave us our first opportunity to meet Nick and pick his brains on some of the techniques involved. "It's simple," he said. "Hold the sled down, check the height, and let it run out in the middle". It sounded good but what did it all mean?

Eventually we got the idea and set about translating some of the techniques and principles of bobsleigh racing into a computer simulation. Some sketches and flow charts were drawn up and the first of the graphics routines written to see if they would run up to speed.

Program development was done on an IBM AT with Z80 co-processor card. The software development tools included a powerful relocating macro assembler/linker and a sophisticated full-screen text editor. Hex files were down-loaded to the target machine using a fast 38K baud serial interface or a parallel loader. Program debugging was speeded up thanks to an in-house monitor/disassembler especially designed for the Spectrum.

Writing any simulation program breaks down into three bits – the visual display, the instrument panel and the mathematical model. In the case of Bobsleigh there was also the team planning and strategy element which took as much design and coding time as the simulator itself. We decided to use a combination of solid filling and simple line-drawing techniques to build up the display in order to get a convincing looking view which would also run fast.

The most time-critical routine to write was the solid colour sky filling. Not only does the routine need to be fast but it also has to cope with some pretty complicated shapes which occur as the bob twists and winds its way down an undulating banked track. Flood filling techniques are far too slow so a fast horizontal line-fill techique was used. The track is built up using full 3D calculated perspective with hidden line removal to prevent being able to look through the walls of the track when travelling round sharp corners. This gives a very solid feel to the display.



The picture is built up on a dummy screen and then copied across on to the real screen during the frame flyback period to avoid flicker. The visual display is deliberately shaken slightly when travelling at high speed to give a greater impression of speed and make it look more like the view seen when a TV camera is strapped on the bob. The only attribute clash problem to solve was on the bridges which need to move smoothly overhead at pixel resolution without large attribute clash problems quite well. The panel displays the race timing information with the clock synchronised to the 50 Hz interrupts for accuracy.

The mathematical model has to take into account the banking and steering forces on the bob and check whether the bob has hit the side-walls or travelled so high up the banking that it crashes off the edge. It also takes into account which runner blades are selected and modifies the grip on the ice accordingly.

Actually getting a computer model which closely matches the performance of a real bobsleigh proved to be quite tricky.

For the planning and strategy part is was decided that all game options would be selected using menu pages and pull-down windows. There were two ways the windows could have been implemented: either draw a window over the menu and then completely redraw the menu to remove the window or cut out the memory underneath the window and save it to the dummy screen – restoring the memory then automatically removes the window. The latter method was chosen as it was faster and looked better. The window parameters were stored on the stack so the last window added is always the first removed.

For the intro music we decided to use the theme tune from BBC TV's *Ski Sunday* programme, and obtained the rights to use it. Although the TV programme is usually about ski-ing rather than bobsleigh we felt it would give the right winter feel. Full use is made of the AY sound chip on the 128K machines to give multi-channel music while 48K owners get just the melody.

With the Winter Olympics in Calgary fast approaching Nick Phipps will be training hard. We wish him luck and if all else fails maybe he'll use our bobsleigh simulator to get in peak condition and go for gold! ■

Richard Hughes
Digital Integration





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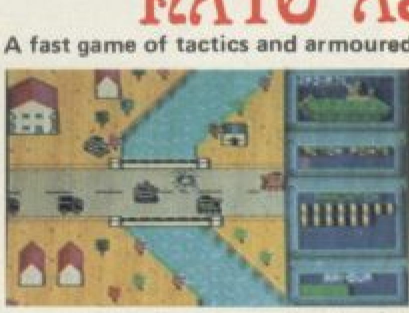
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SUPER STAR SOCCER

Gary Lineker's Super Star Soccer attempts to combine building up a skilful team with actually playing the games. Two genres in the one game, with you trading and recruiting your players, as well as taking part in League and Cup matches.

No surprise that, with so many elements incorporated, both areas are treated rather superficially.

When playing the fixtures, you can choose whether to control both your centre-forward and goalkeeper, either or neither. Also check you've selected a suitable match length time – because when it says 'real time', it means it, and it'll take a long time if each match is 90 minutes long.

The joystick/keyboard options for passing, shooting and generally staying the match, are unnecessarily cumbersome and frequently do not translate into the ball movements that you intended.

To pass, the eight joystick directions represent your team-mate's positions, rather than the exact position you wish to pass to – and it appears to make little difference anyway since your colleagues will often just stand there and watch the ball float past, millimetres from their feet. To shoot at goal, you must keep a close look at an on-screen indicator whcih fluctuates back and forth, determining the direction of your shot. Frankly, it doesn't appear to matter – I sailed into Division 2 from the 4th in straight seasons, without ever feeling I'd mastered the playing controls properly.

MATCHDAY II



Since Match Day is generally considered to be the best example of a football playing (as opposed to football management) game on the Spectrum, there's been considerable pre-launch interest in the follow-up Match Day II.

What have Ritman and Drummond done to improve on the original? The answer is, to a large extent, they've complicated it.

The basis of the game works in much the same way. Each team has seven players. You control one member of your team at any one time, usually the man nearest the ball (technically 'its the player in the best position to get the ball'). Either the computer or another person controls the opposing team.

And matches can be five, ten or 15 minutes long.

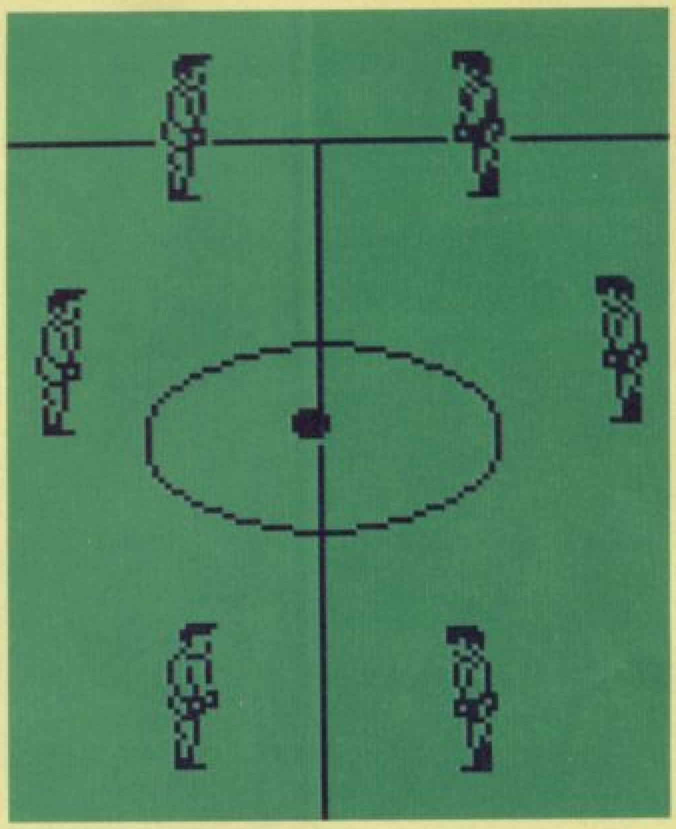
The complications arise in the vast number of extra features incorporated into Match Day II. Your controllable player is denoted by a sort of variable bar code on top of his head – the kickometer. When it's stretched out, he'll kick the ball a long way; one bar only and it'll be a short pass. If the kickometer is doubling back on itself, he'll do one of those backheel shots.

Getting the hang of the kickometer often makes the difference between being thrashed 7-0, and gaining a respectable result.

Realism has also been added in the shape of tackling and shoulder barging your opponents, volleys as well as floor passes. Throw-ins, corners and goal kicks are of course catered for. No penalties however, which, judging by the



The game seems to have cheerful disregard for football rules. You can score direct from throw-ins.



Preston North End repeatedly barged my goalkeeper, knocked the ball out of his hands in order to score, and the keepers, on several occasions, took goal kicks from inside the net. Surely the game's sponsor, who has never been booked in his life, would have something to say about all this?

On-field the computer-generated ball play is so quirky that the team seemed to do just as well whether the centre forward I was controlling was haring up and down the field like an all-parts-intact Bryan Robson, or standing on the sidelines.

The Lineker name should ensure that it will sell well, but **Match Day II** beats it■

FACTS BOX

Football game which gives you both simulation and strategy. Somehow both are treated a tad superficially

GARY LINEKER'S SUPER STAR SOCCER
Label: Gremlin Graphics
Author: Colin Dooley, Chris Kerry
Price: £7.99
Memory: 48K/128K

Reviewer *Christina Erskine*

★★★☆☆
★★★☆☆ **6**

STRATEGY SIMULATION REVIEW

nature of the goalmouth scrambles, is just as well.

Aside from the play, there are options galore for determining your playing tactics. You can set the kickometer at a fixed or less flexible level: all hard shots for example. You can choose whether to place most of your players in your own or your opponent's half of the field, whether to take on responsibility for your goalkeeper's efforts or not, or how good you wish the computer to be.

[illegible] flexibility of Match Day II, it's a pity that the playing screens themselves aren't always very clear. The teams are white versus yellow, but in tackles and crowded goalmouths all become yellow, thanks to [illegible]'s attribute system.

Another snag is if a long ball is [illegible] (by either team), your man with the kickometer on his head may well be off-screen – it's thus impossible to intercept the ball until the screen scrolls and you can spot him.

That said, the extra features, both in play and pre-match options, add greatly to the variety of play and tactics available from the original. If you've had Match Day I for a while now, and have mastered the playing technique, Match Day II will revitalise your interest.

I still prefer the original Match Day though . . .■

FACTS BOX

A highly accurate football implementation. Screen and players can converge in a colour-clashing muddle

MATCH DAY II
Label: Ocean
Author: Jon Ritman
Price: £7.95 (cassette)/ £14.95 (disc)
Memory: 48K/128K
Joystick: various

Reviewer: *Christina Erskine*

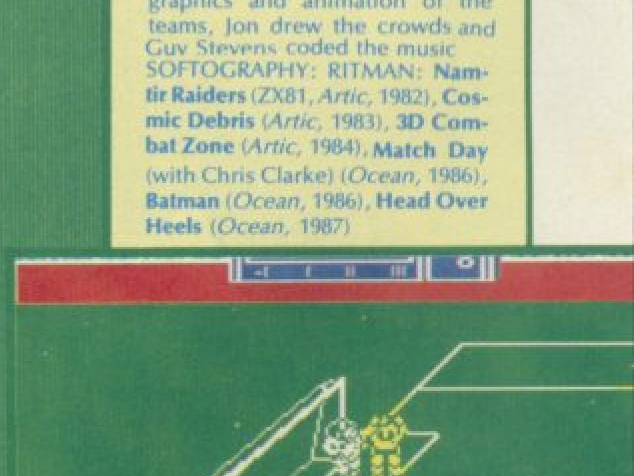
★★★★☆
★★★☆☆ **7**



PROGRAMMERS

JON RITMAN and **BERNIE DRUMMOND** have collaborated on a number of projects for Ocean, including the recently acclaimed **Head Over Heels.** For **Match Day II,** Bernie contributed the graphics and animation of the teams, Jon drew the crowds and Guy Stevens coded the music

SOFTOGRAPHY: RITMAN: **Namtir Raiders** (ZX81, *Artic*, 1982), **Cosmic Debris** (*Artic*, 1983), **3D Combat Zone** (*Artic*, 1984), **Match Day** (with Chris Clarke) (*Ocean*, 1986), **Batman** (*Ocean*, 1986), **Head Over Heels** (*Ocean*, 1987)



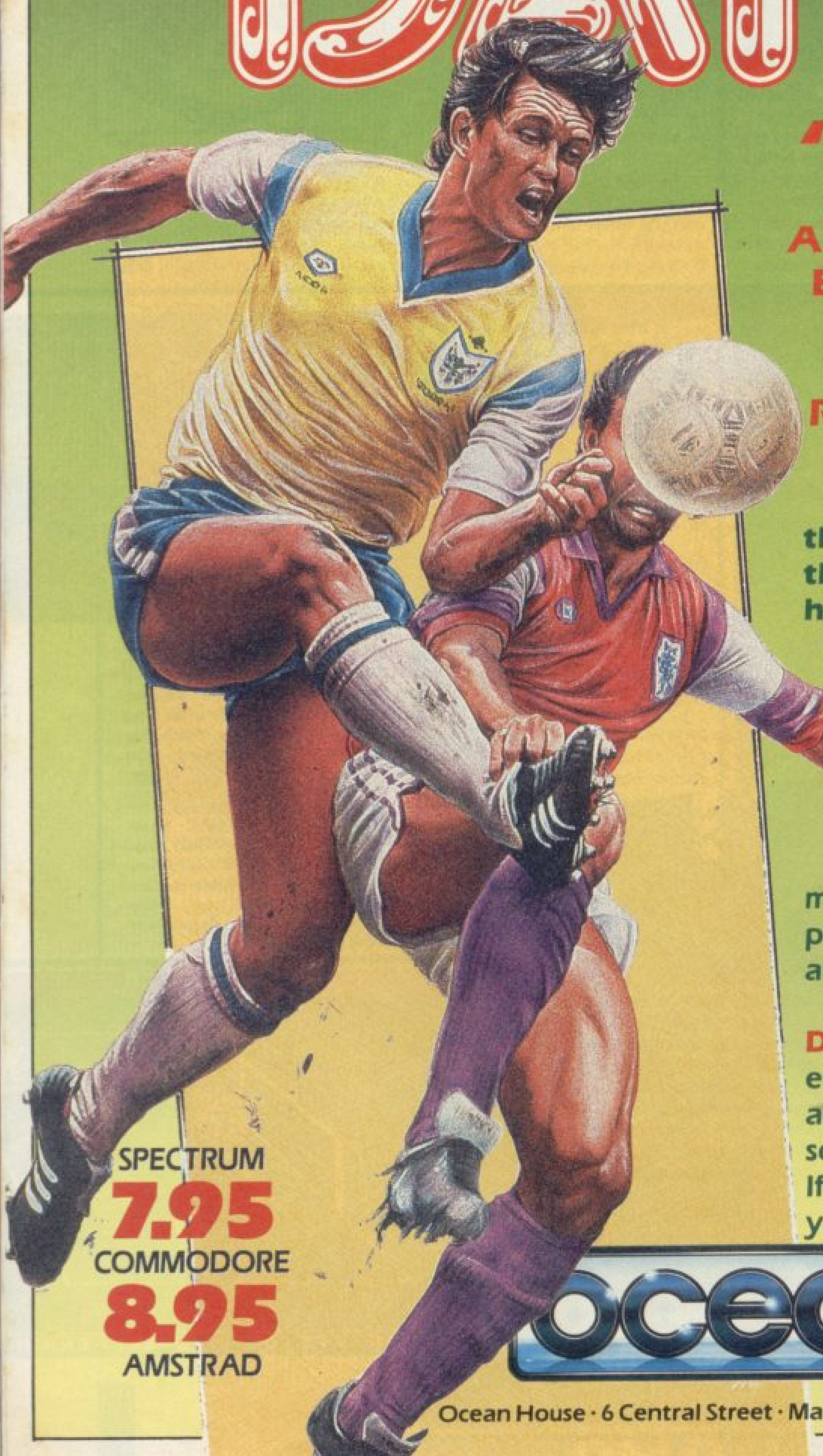
MATCH DAY II

"AT LAST"

A WORTHY SUCCESSOR TO THE EVER POPULAR MATCH DAY FOOTBALL SIMULATION – A GAME WHICH HAS REMAINED IN THE READERS CHARTS FOR 3 YEARS!

Written once again by Jon Ritman this NEW Match Day is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer.

Pit yourself against the CPU or with 2 players – full league or cup competition with unique code – save facility. Jump, head, volley and kick (using the kick meter) to move the ball from player to player with automatic deadball set ups and goalkeeper control.



DIAMOND DEFLECTION SYSTEM™ ensures realistic ball ricochet and the action comes with full music and sound FX.

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STAR WARS®

ARCADE ★ REVIEW

Star Wars, the Spectrum edition is the first of a trilogy of coin-op conversions from Domark.

In principle this is good. In fact if you look at the screen shots that advertise the the game you may notice that there is almost no visual difference between the Spectrum and the ST versions.

The reason is the coin-op uses vector graphics – the graphics are for a coin-op primitive – but they're very, very fast!

The things that are wrong with Star Wars the Spectrum version are not technical.

Technically the 3D vector graphics are at least as fast and impressive as those on the excellent Starglider. Not only that, but the colour appears virtually attribute-clash free. Awesome. But . . .

Imagine playing a fast shoot-'em-up in complete silence. Not a bleep or buzz or pathetic whine. No dramatic explosions, no nothing. Imagine blasting things to bits without a single noise to register a hit. Nothing.

The reason for all this silence is technical. It seems that using the 48K sound slowed the game up so much that Domark felt it would be too slow to play.

Perhaps so, but this problem only arises on the 48K mode and any 128K music would be absolutely fine. Problem solved? Well, no there isn't a special 128K version. For reasons best known to itself there is no 128K music and so no way of escaping the silence. This decision by Domark is, how can I put this, a serious mistake!

I found playing the game in silence very off-putting. It almost put me off the game.

Star Wars is three games in one. It's based, like the coin-op, on three scenes from the original film. These are: flying in space blowing things up, flying over the planet blowing things up whilst dodging towers and then flying down the channel trying to survive long enough to reach an exhaust port which will, as in the film, blow the Death Star to bits.

In game terms this translates into lots of vector stuff, a nice illusion of hurtling at great speed and mucho zapping.

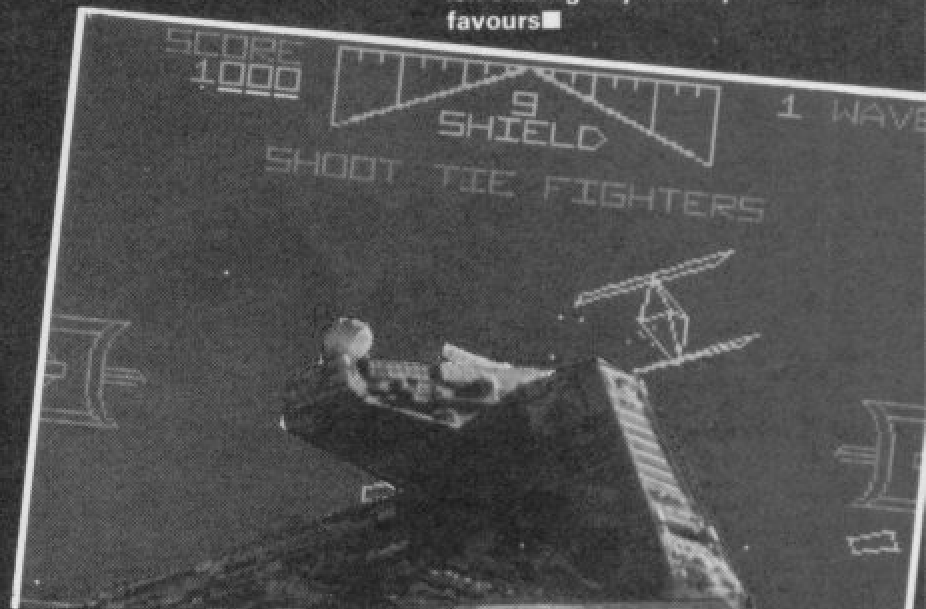
Difficulty level translates into the 'select your Death Star' option in the opening screens.

Choose the easy level and you get to miss the 'dodging the towers' bit entirely, the mighty Empire forces are about as threatening to your health as a small boil and rush towards your gunsights saying 'kill me! kill me!' If you get through all the sections of the game and obliterate the Death Star you move on to the next, more heavily defended, one – the equivalent of selecting a higher level of difficulty on the opening screen.

If you play at the easiest level you will almost certainly make it through to the last section of the game. This is good in that you can see all the sections of the game but bad in that it's a bit too easy for my taste. At later levels it's quite challenging but not completely impossible.

If you can live without any sound, in almost all other respects this is a mighty conversion and faithfully recreates the coin-op.

At £9.95, though, Domark isn't doing anyone any favours■





FACTS BOX

Superb conversion of the coin-op, and an amazing achievement. Spoiled somewhat by being completely silent

STAR WARS
Label: Domark
Author: Vector Grafix
Price: £9.95
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★★☆ ★★★★☆ **8**

PROGRAMMERS

VECTOR GRAFIX is a new programming house. **Star Wars** is its first completed project. The programmers were **Ciaran Gultnieks** and **Andy Craven** graphics were by **John Castle** and **Derek Austin**

FLYING SHARK

Don your baggy trousers! Flick your white silk scarf across your face! Pull on your goggles and flying cap! Take a good gander at the wind sock! Climb into your cockpit! Chocks away! Conn-

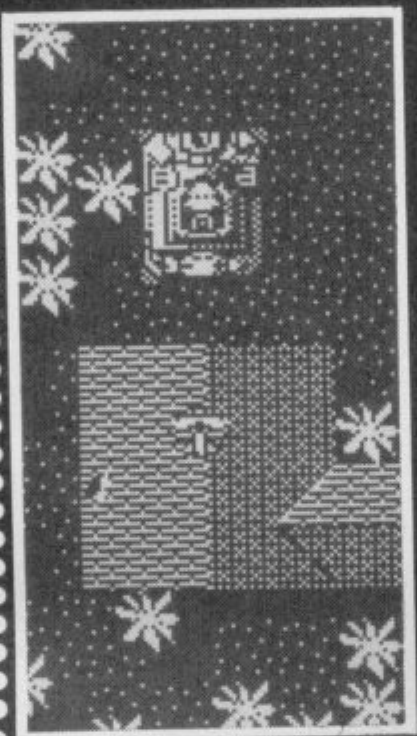


tackkt!!!

Play *Flying Shark*, that's what we're trying to say. *Flying Shark* is the latest from Firebird, an absolutely marvellous conversion from the popular coin-op. Soar around the place in your little bi-plane, take out enemy planes, tanks and ships, and generally earn yourself as many medals as possible. You, too, can be a hero.

We like *Flying Shark* a lot. We gave it a Classic. In fact we liked it so much, we're going to offer it to you at a very special price. Due to extraordinary generosity, Firebird have given us £1.00 off *Flying Shark*, so it'll only cost you £6.95! Brilliant eh? Absolutely spiffing.

Normal rules apply, snip out the coupon with a sharp propeller blade, write out a small chequette/ postal order, and send the lot, together with your name and address to the address on the coupon. What could be simpler? OK Ginger, Chocks away!!!■



£1·00 OFF — SU SMASH OFFER

FLYING SHARK

Send coupon, together with name and address and cheque for £6.95 made payable to British Telecom PLC, to: Flying Shark Smash Offer, Telecomsoft Mail Order Department, PO Box 394, London N8 0QR. Offer closes January 31.

COMBAT SCHOOL



I don't want to feel no fool
I just want that Combat School
Ocean's greatest game, OK?
I gotta get that game today
Runnin', shootin', trainin' too,
I'm gonna get it, how 'bout you?
SU's got it cheap, they say,
Only £6.45 to pay

Yoh! (Nice rhyme, Tambo. Yoh! indeed – Ed) Ocean's conversion of the hugely successful **Combat School** is great. And to make sure that none of you readers miss out on this superb package, we at SU have arranged a wonderful money-off package for you. Just cut out the coupon, send it with a cheque for £6.45 to the address below, together with your name and address, and you can have a brilliant, and cheap, copy of **Combat School.** Limber up on the monkey bars, swim the ferocious waters, canoe that canoe, paddle that steamer, tote that barge, pull that bale, qualify for the dangerous mission.

In short, become a US Marine for a lot less than it would cost you in America. Or anywhere else for that matter. All thanks to US and Ocean. Aren't we great? All together now . . .

I don't want no teenage dream
I just want my F-14 . . .

£1·50 OFF — SU SMASH OFFER

COMBAT SCHOOL

Send coupon (and your name and address) to: Combat School Smash Offer, Ocean Mail Order, 6 Central Street, Manchester M2 5NS along with a cheque/postal order for £6.45 made payable to Ocean Software. Offer closes January 31.



Talk about stylish – some of the graphics in **Sidewalk** are astounding, not necessarily in terms of animation or even detail but just as pure art.

Sidewalk is a French game from Infogames and it shows its heritage. Didier Chamfray, the graphic designer is seriously into French comic-book art.

It looks fab then. But what about the game? – That's more complicated.

Imagine **Renegade** with a little bit of strategy presented as though it were a **Magic Knight** style graphic adventure.

Sidewalk is a bit like that. The plot is very simple and very right-on – you want to get your girlfriend to come with you to the Band Aid concert – you need not only to get the tickets but also to find the various parts of your Motorcycle which are scattered around the town. Not only scattered but actually stolen by some of the most unpleasant people French graphic artists are capable of drawing.

You can win back the stolen bike bits by duffing up the appropriate baddie – this is where the **Renegade** bit comes in – using the kind of kicks headbutts and punches beloved of combat games since time immemorial (well **Way of the Exploding Fist** anyway).

It's an odd mixture. You troll around the town – depicted in the centre panel at the top of the screen – looking for tickets and bike and replenishing your energy via the pub (energy level is measured by how full a beer glass is.)

When you come across somebody, you have the option of running away, asking a question or fighting. Most people respond badly to questions – some will be unco-operative – others will get annoyed and hit you. On rare occasions you may find someone who actually helps – the Hippy for example, knows where you can get the concert tickets – but then he would wouldn't he?

Running away is good if your energy level is low, fighting needs to be done with a full quota of energy. Actually the biffing is the weakest point in a way, I adopted a sort of headbutting-punching-kicking-just-waggle-the-joystick-continuously-and-be-optimistic-approach which required no skill whatsoever and found that it always worked if I had enough energy. It means that different moves and tactics don't seem to count for much.

I managed to get the tickets and about half my bike back on around the sixth time of playing – that seems to be too easy to me and this is also a game which can be solved and finished – so I have some doubts about its longevity.

That said, I thought, the graphics were superb, I liked the multi-window pictures very much and its an inventive mixture of ideas.

It doesn't quite work perhaps but I expect great things of the programmers in the future. . .■

ARCADE REVIEW

PROGRAMMERS

The game was converted from an original Amstrad version and was programmed by the Infogrames team of **Kamel Bala** and **Gerard Courable** with the astounding graphics the responsibility of **Didier Chamfray.**

SOFTOGRAPHY: **Prohibition** (*Infogrames*, 1987)

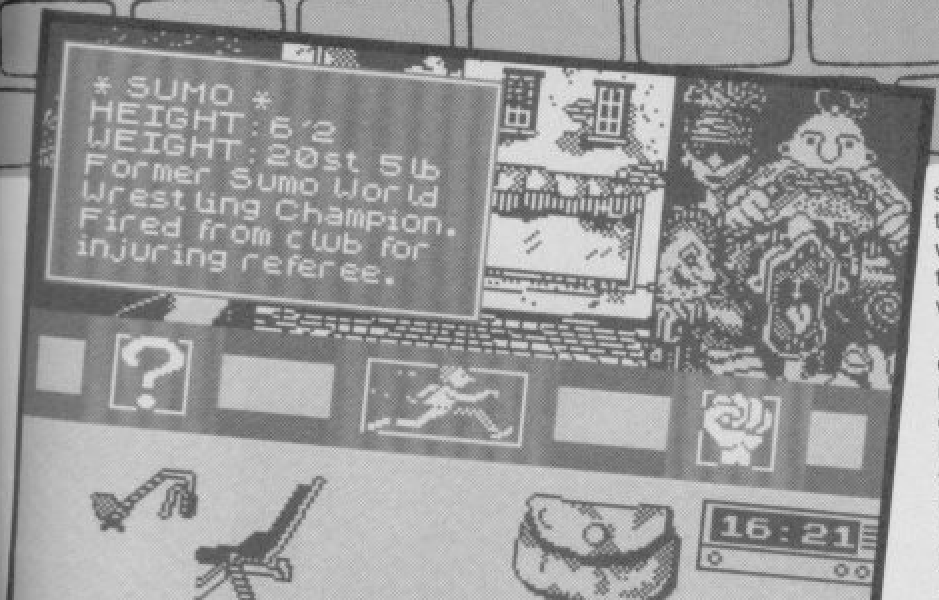
Sidewalk

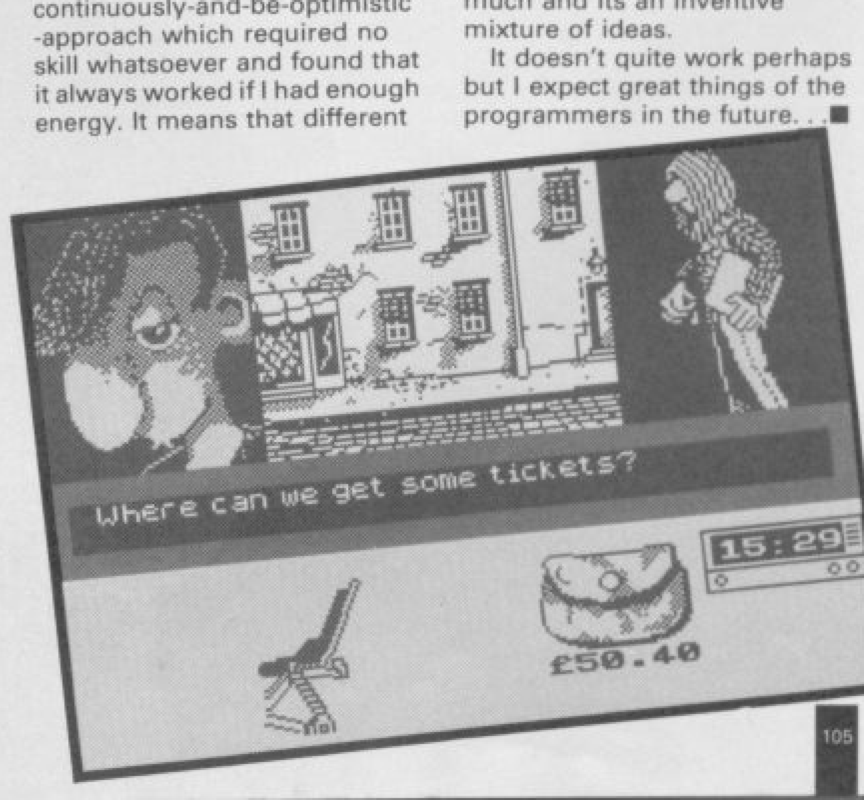
FACTS BOX

Unusual mixture of game ideas that don't all work together but re-deemed by some asto-nishing graphic work

SIDEWALK
Label: Infogrames
Authors: Kamel Bala, Gerard Courouble, Didier Chamfray
Price: £9.95
Memory: 48K/128K
Joystick: various
Reviewer: Graham Taylor

★★★★☆ ★★★☆☆ 7





CALL IT A SEQUEL...
AND YOU'LL LAND UP FLAT ON YOUR BACK.



Commodore Screens





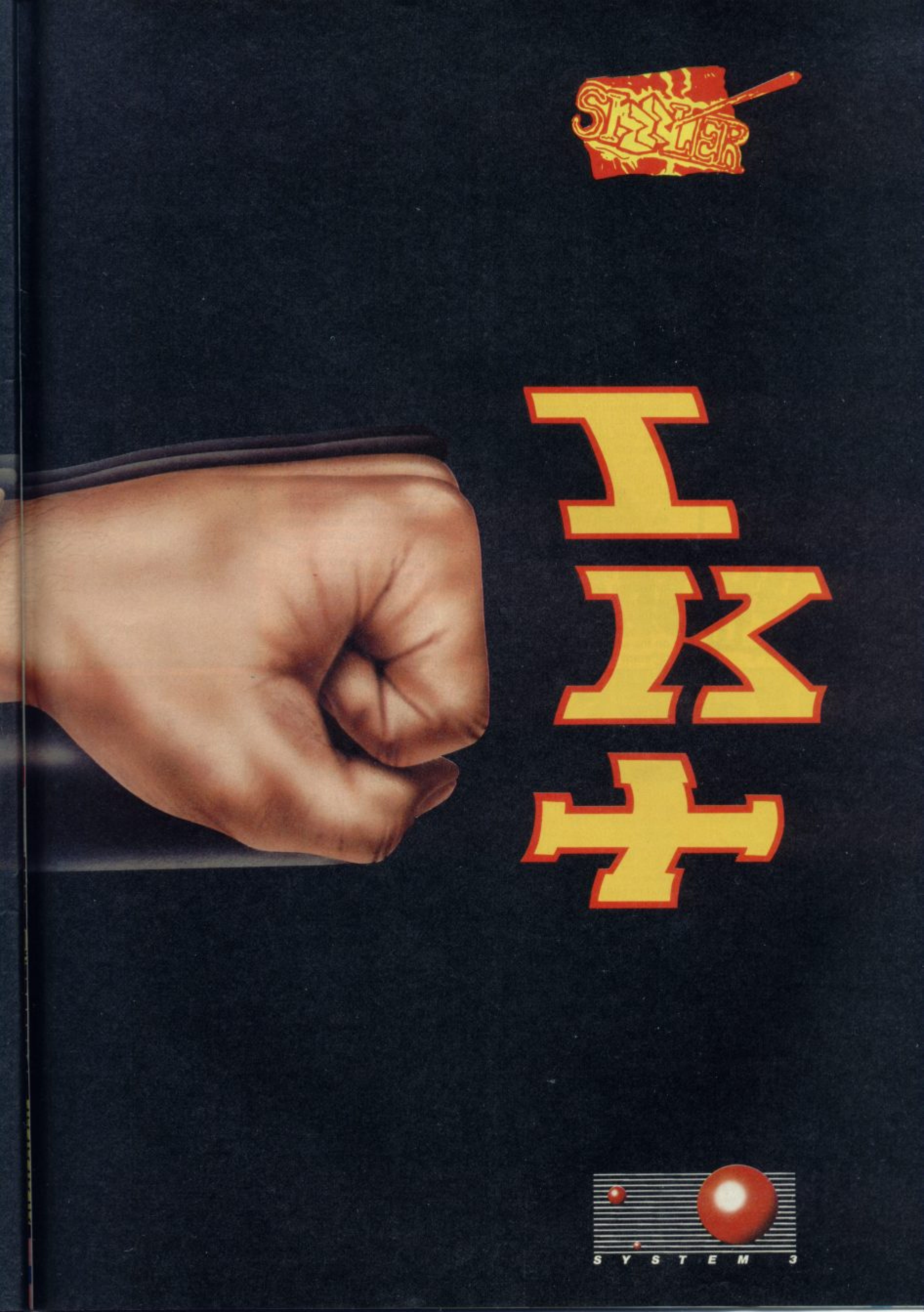


They called International Karate the best beat-em-up so far. And who are we to argue?
But Archer Maclean has come up with a stunner: A Third Fighter.
Amazing animated background. New moves. Re-mixed music.
And Balls!

Commodore 64/128 Cassette (£9.99) and Disk (£12.99). Coming soon for Spectrum and Amstrad home computers.

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4FR. Tel: (0933) 76768
Access, Visa and American Express Cards welcome.

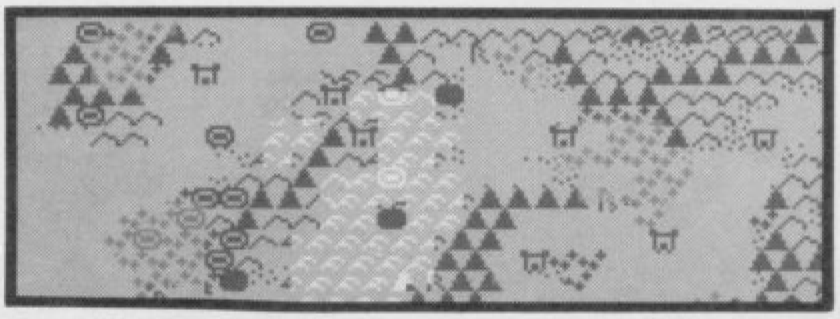
Distributed by Activision (UK) Ltd.


SIZZLER
IK+
SYSTEM 3

SORCERER LORD

Sorcerer Lord could be PSS's finest hour. It is a one player wargame of fantastic scope and complexity. I can't remember having felt this excited about a computer wargame since Mike Singleton's **Lords of Midnight.**

The scenario is this: you are the Sorcerer Lord, commander of an alliance of Men and Elves, fighting, as usual, for your survival against the forces of



the evil Shadow Lord – mostly creatures bred from wolves and warped by sorcery into killing machines. But mankind, as ever, is slumbering on, unaware of the peril . . . (bear with me). You must rouse the hidden strength of the alliance, and smash your foul enemy. OK the plot is not groundbreaking.

As with just about all computer wargames these days, the basic screen is a map window, showing you an area of the continent which the war is to be fought over. The total area is much larger than what you see on screen at any one time, but you can scroll around it to your heart's content, admiring the beautiful landscape and noticing in passing the disposition of various armies.

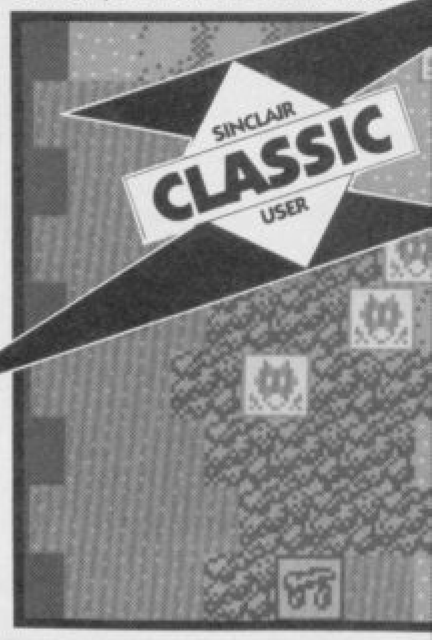
Along with the armies shown on the screen, there are lots of different landscapes. As you might expect, they include such things as mountains, forests, deserts, water and wooded hills, all of which have an effect on how far your troops can move. Then there are assorted man (or elven) made landmarks: towers, citadels and the mysterious rune rings. Towers and citadels are defensive positions, and also represent the starting places of the various Lords you'll need to recruit to your aid. Rune rings are the source of all sorcerous powers, and your distance from the neares ring determines how effectively you magic will be in combat.

The graphics are excellent: the map symbols are nicely detailed, as are the various shield symbols used to depict the different forces in the game. Trouble has been taken on the visual appearance of the game.

At the outset you control just a few Lords and their troops. By placing the cursor over each shield symbol you can find out more information about the lord and the forces he commands.

To attack an enemy force, you just move on top of it. Friendly Lords are recruited in the same way – you just move a leader to the fortress they live in, and they immediately join your gang.

Not all your troops are the same; you have desert riders,



FACTS BOX

It's an ingenious and entertaining fantasy wargame, with excellent graphics. I recommend it thoroughly

SORCERER LORD
Label: PSS
Author: in-house
Price: £12.95
Memory: 48K/128K
Joystick: various

Reviewer: Gary Rook

★★★★★ ★★★★★ 10

BlockBusters

I have a problem with **Blockbusters.** The problem is Bob Holness the quiz master on the TV show. He . . . how can I put this? He makes me go yeeeeearggggggggrgrgr grgrgrgrgrhahaha hahahhhhhhh!!!!

I had to overcome a good deal of residual prejudice before I could even *Load* this one up. That and the fact that the original version of the game was put out by Macsen. Both biggish obstacles you'll agree.

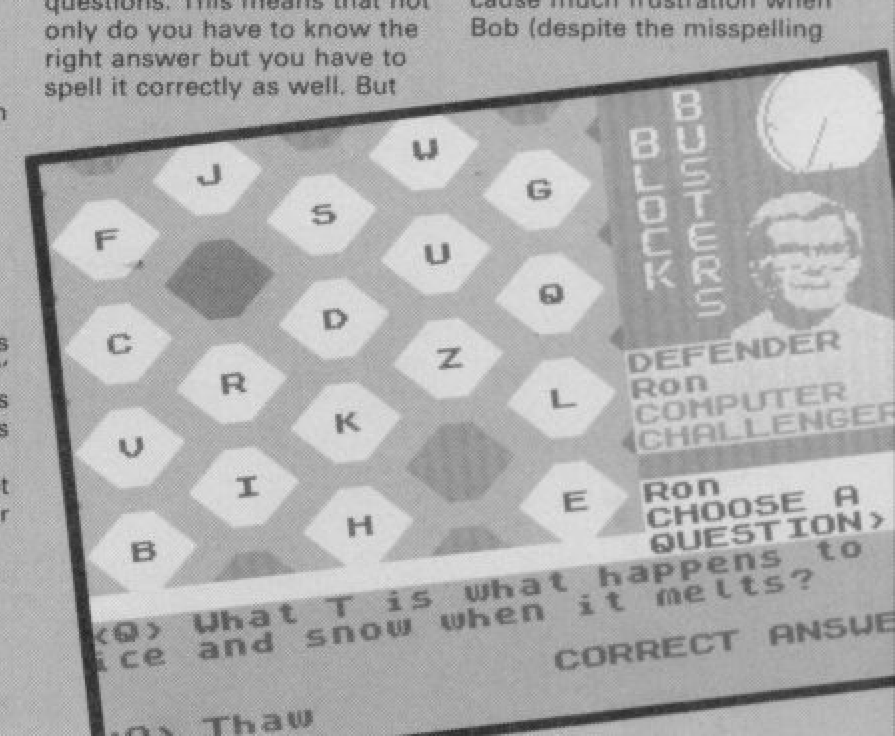
Well this **Blockbusters** is a reworking of the game of the TV series by TV Games – the latest Domark label. The re-programming has been done by ODE which did **Trivial Pursuit** and, it has to be said, the firm has done a highly professional job. I'm still not sure though.

Here's the game – just like the TV series: you answer questions posed by quizmaster Bob Holness. Each correctly answered question lights up a hexagon on a grid made up from 20 of them – if you can light up a line of hexagons from one side to the other you win the game. The answer to each question is given by the initial letter on the centre of each hexagon. From such humble beginnings began the now majestic *Blockbusters* which gave us such legendary phrases as 'Can I have a P please Bob?'

Bob Holness actually appears in the computer game – he lurks in a corner of the screen all digitised and daft looking – not only that but when you answer a question he gets animated! Your Spectrum flips through a buch of digitised screens of Bob in different poses, and with my Bobphobia it made me pretty sick I can tell you. Clever though, and evidence of the efforts ODE has gone to.

More clever touches – the big problem with this sort of game adaptation is that you have to type in answers to the questions. This means that not only do you have to know the right answer but you have to spell it correctly as well. But that's not what happens here – **Blockbusters** will try and make sense of whatever you type in and if it is right but for the odd spelling mistake there is a good chance it'll understand what you want.

It doesn't work every time though and consequently wrongly spelt right answers still cause much frustration when Bob (despite the misspelling



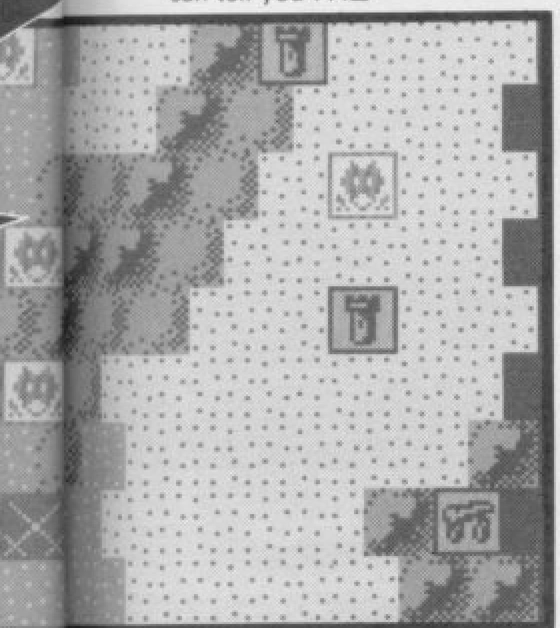
PROGRAMMERS

ODE (Oxford Digital Enterprises) is a programming house working across a wide range of machines. The team consists of Jenny Coles, Dermot Quinn, John Wood, Richard Yapp and David Pringle. The original ODE'd first release was an adventure game for the C64 based on Macbeth!

SOFTOGRAPHY : **Macbeth** (*Thorn EMI*, 1984) **Trivial Pursuit** (*Domark*, 1986), **Sailing** (*Activision*, 1986), **Titanic** (*Activision*, 1986), **Yes Prime Minister** (*Mosaic*, 1987)

elves, mountain men and ordinary men. Some seem to have particular abilities – elves can move through woods as if they were open ground, the riders of Savantor prefer the desert, the mountain men the crags and so on.

You need to plan, don't ever attack unless you can get overwhelming odds, and calculate all battles carefully. I had 2,000 elves wiped out by a blunder in map reading in one game. I had intended to jump a force of 2,500 wolfheads with five elven armies simultaneously, but after I'd moved two I discovered that the rest couldn't get there! There was wailing and moaning in the old elven woods that night, I can tell you . . . ■



routines) still thinks you've got it wrong.

If you win two out of three games then, just like the TV programme you get the 'Gold Run' in which you have to cross the board in 45 seconds.

So it goes, there are a lot of questions, your Spectrum really will print 'Can I have a P please Bob?' and the game actually features a animated Bob Holness. Hard to see what else you could possibly expect from the game, really. Personally I think it has a longevity of around three minutes (apart from watching Bob go mad with excitement which is pretty funny). Fantastic job ODE, but I'm not sure there is point■

FACTS BOX

As good a computer version of Blockbusters as there could possibly be. Some may wonder if there is any point . . .

BLOCKBUSTERS
Label: TV Games
Author: ODE
Price: £7.95
Joystick: None Bob
Memory: 48K/128K

Reviewer: Graham Taylor

★★★★☆
★★★☆☆ **7**

EYE

ARCADE REVIEW

I've never been convinced of the merit of converting board games to computers.

Eye is a boardgame aimed at the yuppie market I suppose. Certainly, it has the classic simplicity of games like chess and draughts, but I haven't found either the board game or the computer version very gripping.

The micro version is for one to four players and the playing area consists of a circular field containing 32 coloured squares formed by two intersecting spirals. There are eight different colours, each having four squares visible at any time. These spiral grids can be rotated to uncover a new pattern of colours.

The aim, then, is to get your counters on to the same coloured squares on the board.

Movement rules are simple. On any turn you can move to an adjacent square, and/or turn the spiral. You can't jump over an occupied square or land on it.

The big problem is that the simplicity of the game makes it look pretty dull on the computer screen. While you can't object to the quality of the conversion, it won't excite you much, simply because the board game won't excite you much■



FACTS BOX

A perfectly decent conversion of a board game which itself, unfortunatley, doesn't generate much excitement

EYE
Label: Endurance Games
Author: In-house
Price: £9.95
Memory: 48K (3 loads)/128K
Joystick: various

Reviewer: Chris Jenkins

★★★☆☆
★★★☆☆ **6**

FRUIT MACHINE SIMULATOR

In the olden days when Spectrum games all had little graphics made of squares fruit machine simulations were all the rage.

Magazines even printed listings for them – it went along with **Battleships** and **Pontoon** as one of the first things you ever do with your Spectrum.

Those days were, I thought, gone forwever. How mistaken. Codemasters has brought them back with **Fruit Machine Simulator** but, cripes, it's pretty brill.

The point is **Fruit Machine Simulator,** unlike the tedious old things you used to get, is as authentic and complete as any computer fruit machine could ever be – you just don't actually lose or win any money.

It isn't just the actual fruit which trundels around and bounces to a stop – this game has bonuses gambles, special payouts, 'light up the word' games, nudges, meganudges and more.

You can really 'play' the game accumulating money, deciding when to take risks and working out the odds.

Graphically it's great. The fruit all looks authentic (I do hate inauthentic fruit don't you) and it's chock full of lighting lights, flashing numbers and scrolling messages. Combined with a jolly soundtrack that is infexious or irritating depending on your point of view.

The whole game is idiotically addictive. The money I lost. . .■



FACTS BOX

It sounds daft but this is easily the best fruit machine simulation ever and the whole thing is idiotically addictive

FRUIT MACHINE SIMULATOR
Label: Codemasters
Author: Mark Baldock
Price: £1.99
Memory: 48K/128K
Joystick: Various

Reviewer: Graham Taylor

★★★★☆
★★★★☆ **8**

NEXT MONTH



Start the New Year with a bang! Dodge those denizons, alienate those aliens, nuke those nasties, blast those bug-eyes and terminate those tupperware dishes (you may not have played this last game). Have no fear because you'll be armed with – da-dah!:

- **THE KAMIKAZE BEAR COMBAT MANUAL – the definitive guide to a whole bunch of the most successful games including maps, pokes and playing guide. The Kamikaze Bear Combat Manual comes completely free with next month's SU which, it being a brand New Year and all, includes the following awsomely fab features:**
- **The SU predictions – we tell you exactly what's going to happen in the New Year!***
- **Thanks Auntie! We've got the exclusive reviews of the major games you'll want to spend all those loverly gift vouchers.**
- **New Plus 3 owners start here! Lots of +3 discs reviewed! Lots of other +3 things in the issue, too.**
- **Lots of gigantic competitions, fabulous Pokes (which work) and countless other goodies!**

Sinclair User comes complete with Kamikaze Combat Booklet and 1988.

Don't miss it! Get it January 18

***Well OK we may have the odd detail wrong**

PLATOON SPLASHES OUT





So Platoon turns out to be more than a set of lovely storyboards. The demo which we raided the Ocean offices for last Thursday evening (around 4 o'clock) turns out to be reasonably faithful to the original idea. Shock horror.

So far, Choice Software, the people from Ireland, have been keeping their work almost completely under-wraps. They've just about completed the underground section. You remember, the bit where you have to wade around in knee-high socks (sorry, water) in the underground tunnels that the Viet-Cong used to crawl up behind the Americans.- Every now and then a bad guy will hop





out of the water and you'll have to react pretty quick to defend yourself.

As you splash along, an arrow indicating your position and heading will move down the corridors. The objective here is to a) find the Viet-Cong base b) raid it and c) get out.

The graphics are animated rather well, and the tunnel moves a little like The Eidolon, except better.

Anyway, it's looking rather wonderful and it should be out, er, very soon.

Streetdate: After Xmas – probably around February.

Price: to be confirmed

DENIZEN PAUL AND MARTIN

Phoar! Wossis? Denizen (working title only, thank goodness) from Players looks absolutely magic, and it'll cost a truly paltry sum.

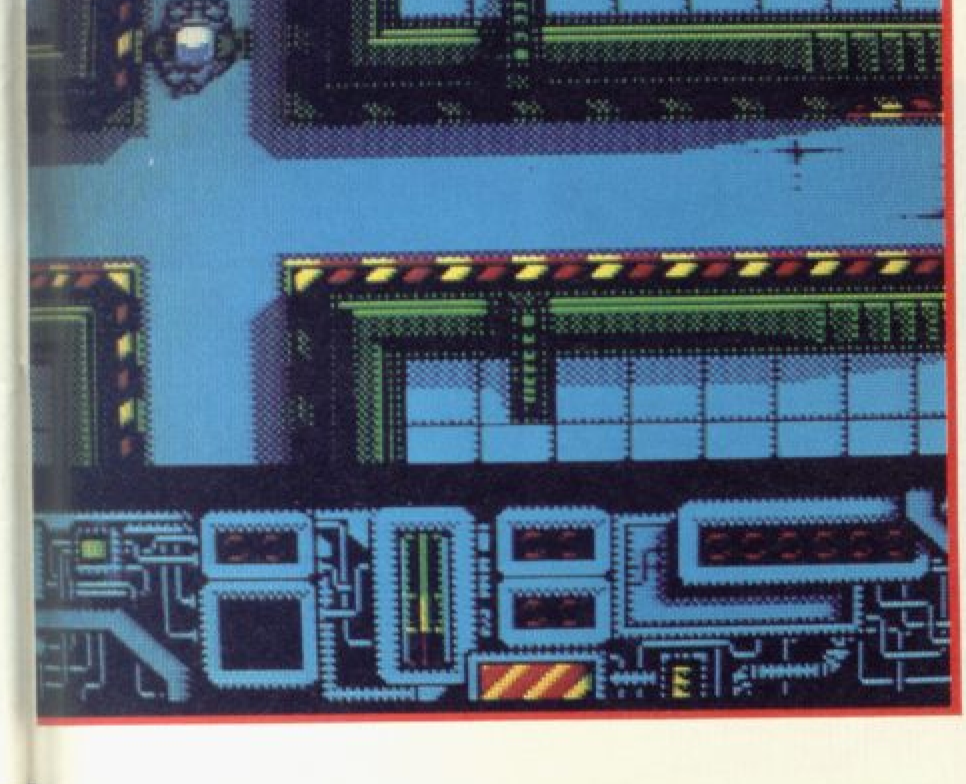
Obviously, budget houses work in slightly ways to everyone else. Instead of concocting absurd storylines and then making up a game around them, the programmers, Paul Griffiths and Martin Severn have almost finished the game but haven't a clue what it's supposed to be about.

All they would tell us was that it's a bit like Alien Syndrome, and there are going to be three levels. At the end of the third, there's a huge nasty monster which occupies nearly the whole screen.

Shaky info? You bet. Lousy game? No way. It's looking a bit like Shadow Skimmer, though better. With any luck it will have more playability too.

Streetdate: January.

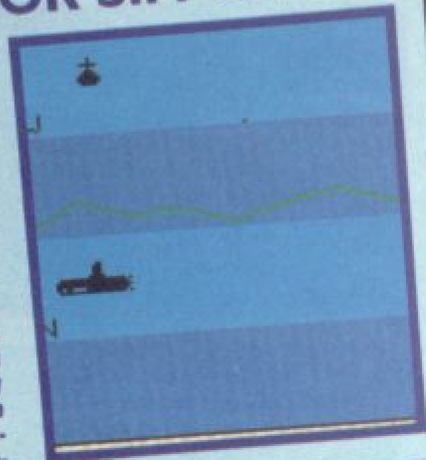
Price: £2.99

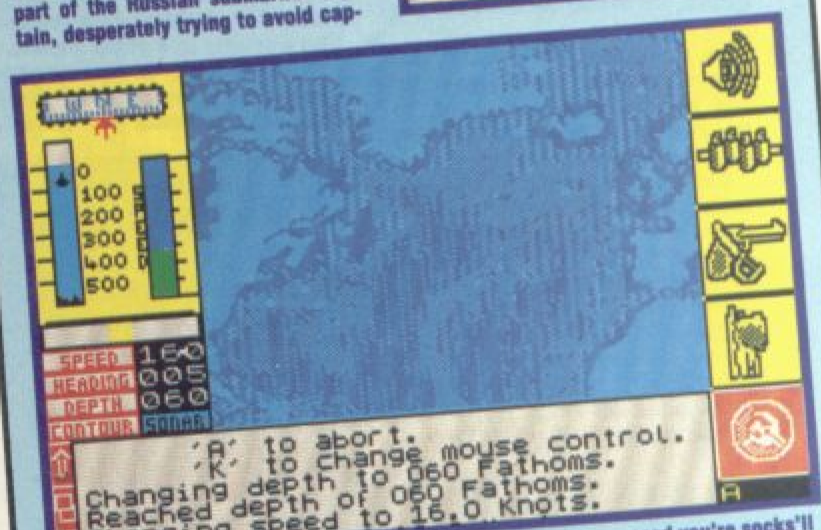


THE HUNT FOR SIM CITY

Simulations are really the order of the day aren't they? There have been lots of them this year: flight simulators, boat simulators, ski simulators, even a fruit machine simulator. So now with hardly a raised eyebrow Preview brings you a quick gander at the latest submarine simulator, The Hunt for Red October from the renamed Argus – Grand Slam.

The Hunt for Red October is based on a book by Tom Clancy, and concerns, quel surprise, a runaway submarine. In the game, you take the part of the Russian submarine captain, desperately trying to avoid capture by everyone else floating around in the sea.





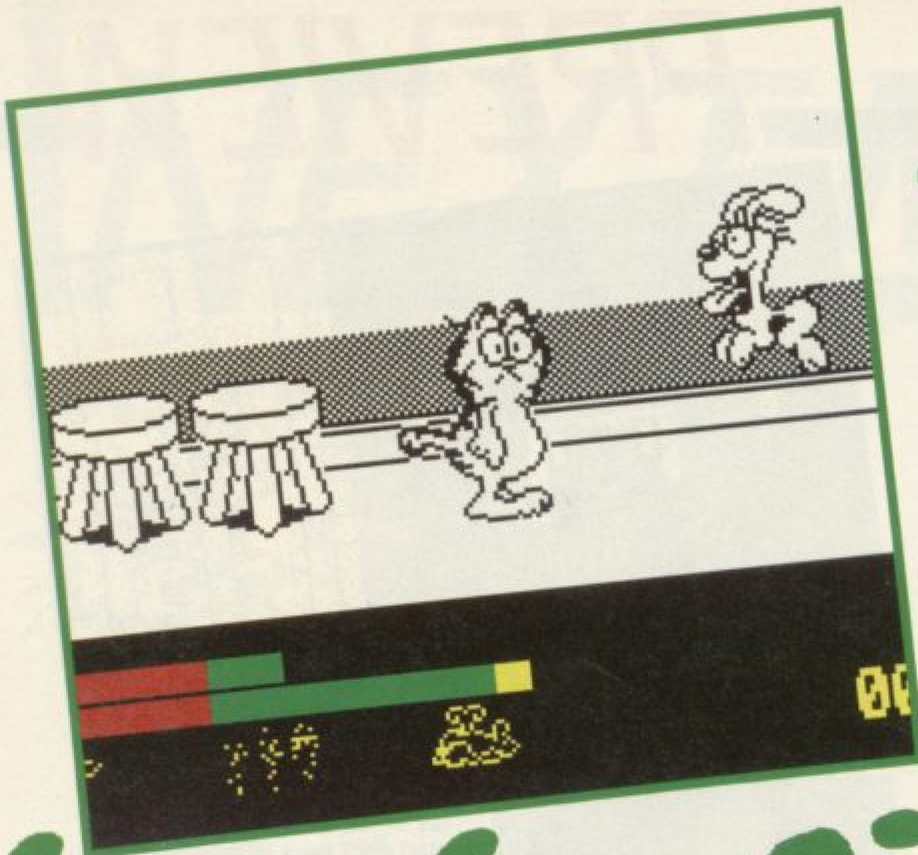
So it's a question of strategically avoiding radar and sonar systems, whilst arcadily blasting the hell out of anyone else who lurks unsuspectingly on the horizon.

Sounds whacky doesn't it? Well take a look at the screen shots, and you'll be so impressed you're socks'll drop off. Looks great. Good solid strategy, with lots of action as well.

Oh. And don't forget to take a look at the Nuclear Submarine Compo (this SU), based around the game. It could change your life.

Streetdate: January.

Price: £8.95



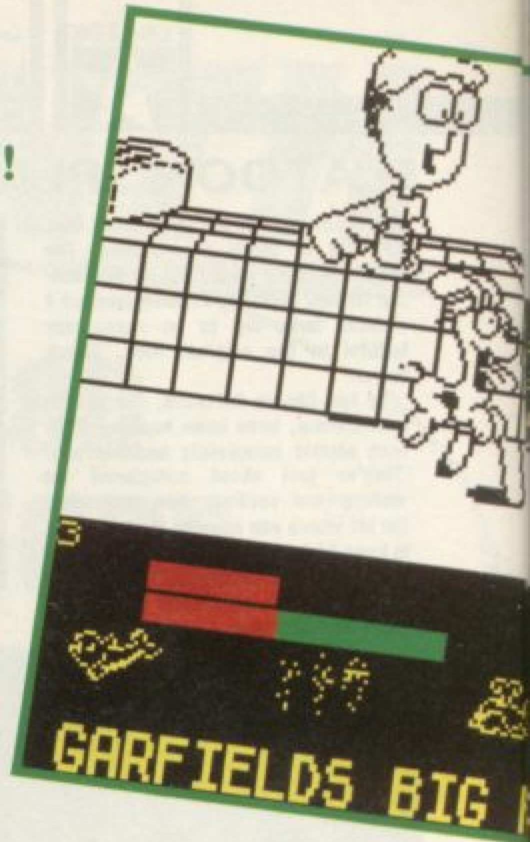
GARFIELD – YO!

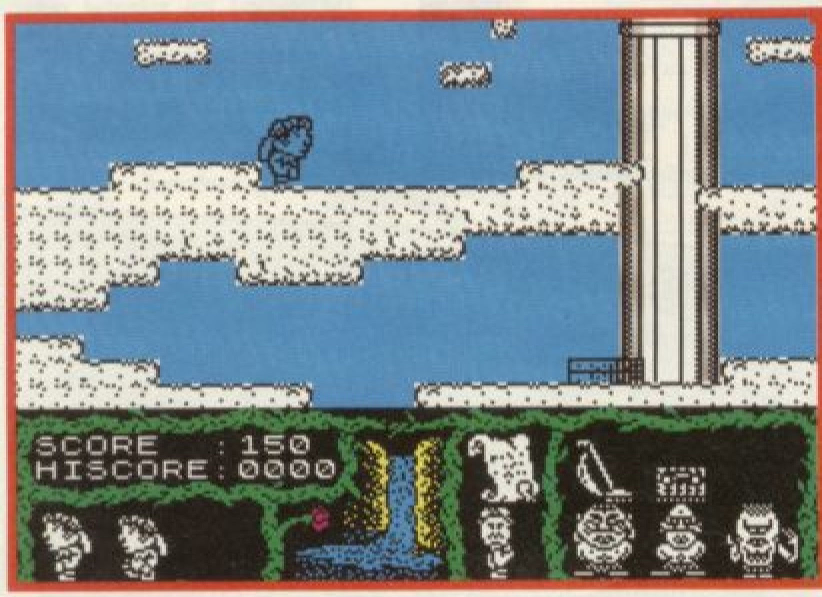
Garfield looks fab! The game had to convey the humour and style of the cartoons – since much of the genius of the cartoon was down to the facial expressions of the main characters. But it's all here!

The graphics are big, the animation is spot on and the whole gameplay is true to the comic strip. Best of all Garfield gets to kick Odie, the pathetic dog, who hurtles through the air ears swept back behind him. The plot involves Garfield searching for his girlfriend Arlene – gap-toothed cat fatale held captive in the cat pound. Arlene is the second big love in Garfield's life – the first is food and he needs to eat plenty of it to last the course.

Garfield is shaping up to maybe be the best cartoon licence ever.

Streetdate: October.
Price: £8.95





TERRA-FIED!!

Stop press . . . stop press . . . Terramex from Argus Press Software (or Grandslam as it is now known) is looking pretty fab.

Here's a shot just to prove it. Interesting features include the way you can select what nationality your character is. This affects the way your character plays. It's got some pretty brill music and it's been put together by the awfully talented people from Gremlin Graphics. And it's all to do with, well, we're not quite sure, but we think it has something to do with walking around a desert and then going up into the clouds, very weird indeed.

Streetdate: December.
Price: £8.95



ARMS AND THE GAME

Licences. Bored with them yet? No? Well good 'cos here comes another – the first results of US Gold's CapCom deal.

Side Arms is one of those simple-to-understand but horribly difficult to play coin-ops, involving the usual lone spaceman with a jet-pac and ever increasing store of weaponry to destroy the ever increasing number of aliens that are just asking to be wiped out.

CROSSWIZE WIZZES IN

They don't hang about at Firebird, it's only a few months since their hit Sidewize came out to breathe life back into the tried and tested shoot-out formula, and already the firm's bringing out a sequel.

It's not actually going to come out 'til next year sometime, but we've got hold of some screenshots, and we thought you might be interested to have a look before anyone else.

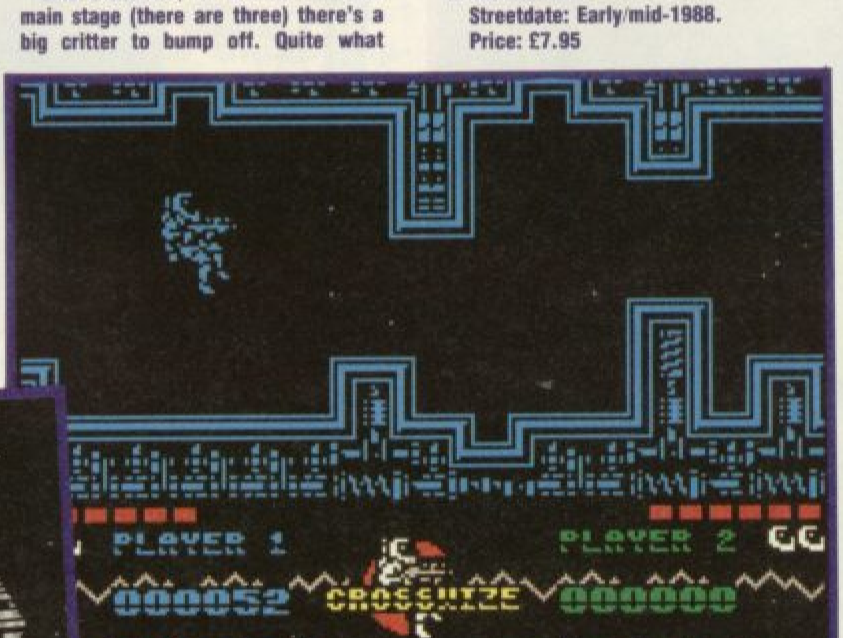
Like No 1, Crosswize has been written by Steve Weatherhill and Colin Grunes who worked on Odin hits like Nodes of Yesod and Heartland before becoming involved with this series.

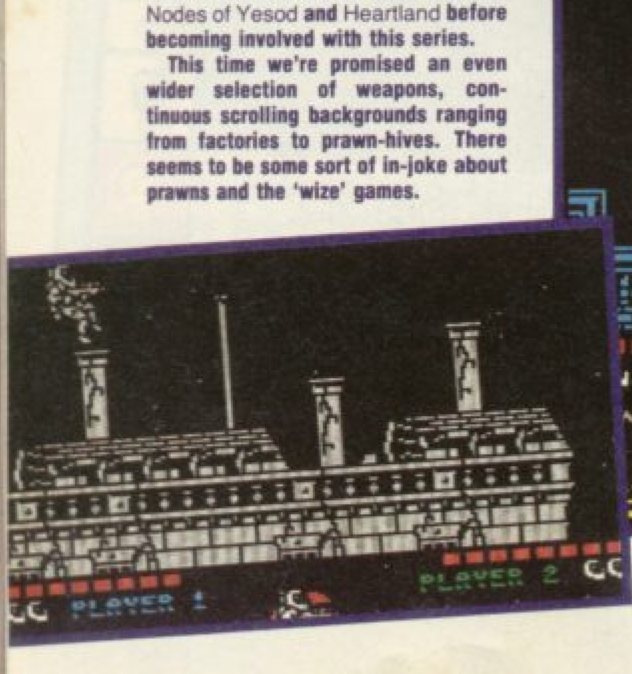
This time we're promised an even wider selection of weapons, continuous scrolling backgrounds ranging from factories to prawn-hives. There seems to be some sort of in-joke about prawns and the 'wize' games.

The backdrops are fully animated and – as you can see – the whole thing looks fairly exciting, while still retaining a definite look of the original.

Like Sidewize, at the end of each main stage (there are three) there's a big critter to bump off. Quite what shape this creature will take is unclear, but it's said to be a bit Salamander-ish. Let's hope they're a bit more menacing than the big prawn in the last one.

Streetdate: Early/mid-1988.
Price: £7.95





TOPSY TURVY

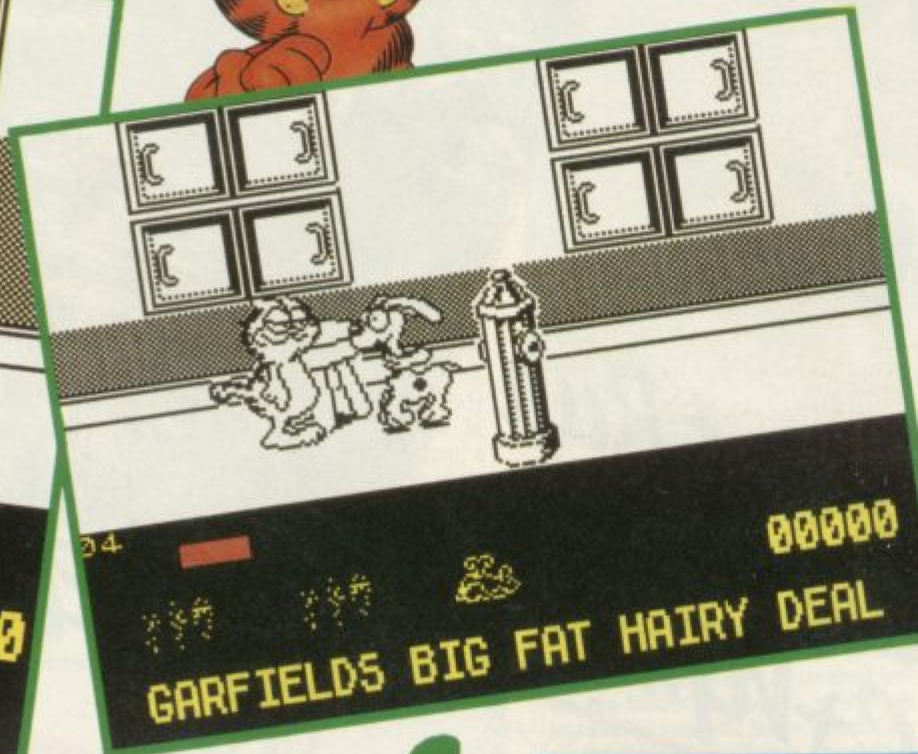
The Edge thinks that Inside Outing is absolutely the best 3D pick-up/put-down, pull this/pull that, open the other search around, completely realistic multi-room game ever – it may be right. Like its previous games, Fairlight I and II, Inside Outing features pixel accurate graphics of astonishing detail.

In this game you don't just get to push and pull the snooker table around









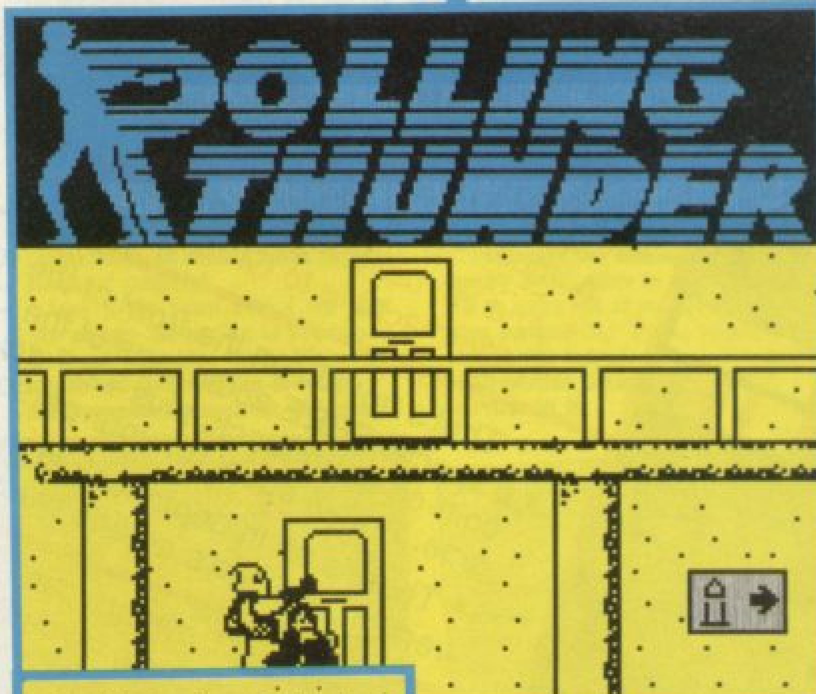
ROLLIN' ALONG

Wrong, wrong, wrong. We said that Rolling Thunder wasn't a very exciting licence last month and US Gold has proved us completely wrong. We've had a sneaky preview of the game, and can now tell you that the animation and gameplay are both completely fab.

To refresh your memory, you take the role of a secret agent, caught up in a life-and-death struggle with evil forces.

Anyway, the bad guys look suspiciously like Klansmen, and as a result you can bash them without the remotest sense of remorse.

You can run along the floor, in and out of doors, picking up extra bullets and better guns. You can also vault on to balconies in order to avoid barrels and other things that get in your way. The animation of the charcters is splendid. When they get clobbered first they lurch backwards, then their legs buckle beneath them and they kneel down before finally keeling over.





There are deeper levels promised, which are yet to be coded, but US Gold has definitely got a corker in the making.

Streetdate: January.
Price: £8.99

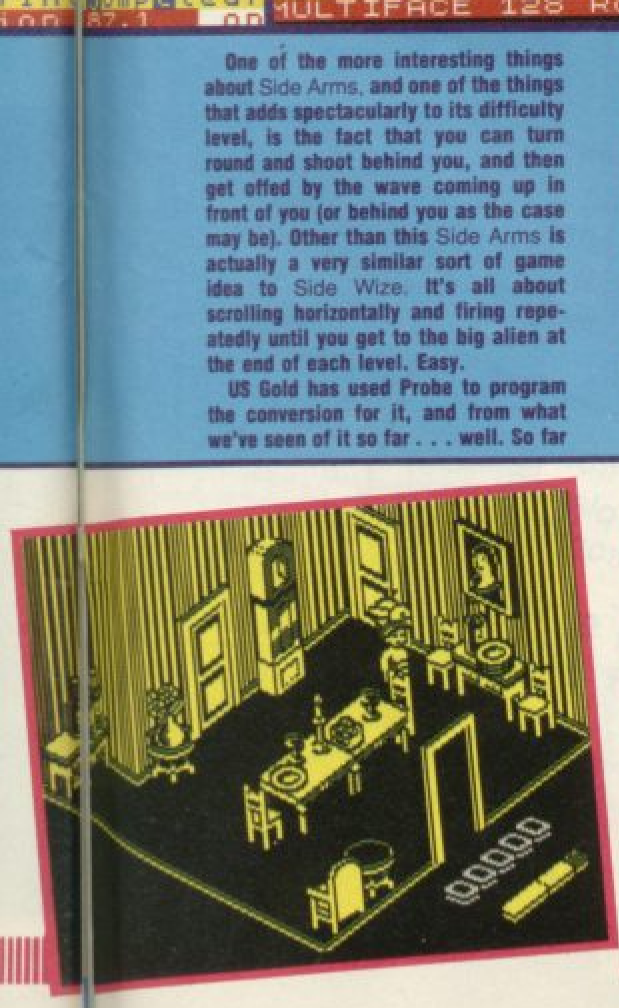


One of the more interesting things about Side Arms, and one of the things that adds spectacularly to its difficulty level, is the fact that you can turn round and shoot behind you, and then get offed by the wave coming up in front of you (or behind you as the case may be). Other than this Side Arms is actually a very similar sort of game idea to Side Wize. It's all about scrolling horizontally and firing repeatedly until you get to the big alien at the end of each level. Easy.

US Gold has used Probe to program the conversion for it, and from what we've seen of it so far . . . well. So far we have a rather large (but sad to say a trifle flickery) sprite, flying around the place in an OKish fashion. We have lots of aliens, distributing large numbers of extra weapons, speed and protective gear left, right and centre, and we have a marvellously large Big Monster at the end of the first level. We also have tasteful shades of yellow, and pale blue.

It's only a demo so maybe things will become completely amazing in the final version.

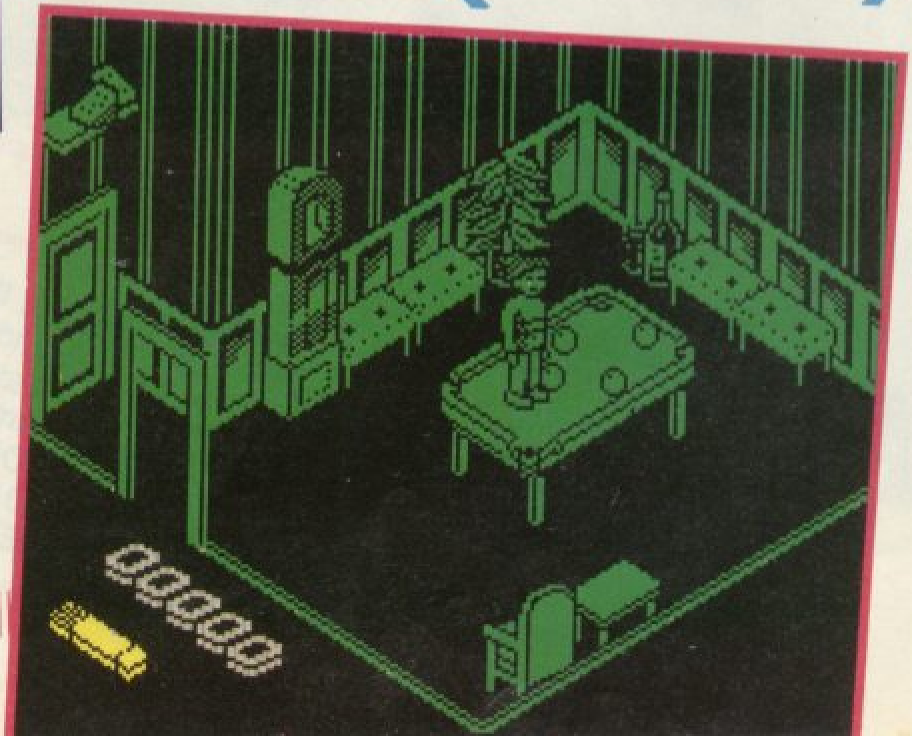
Streetdate: January.
Price: £8.99



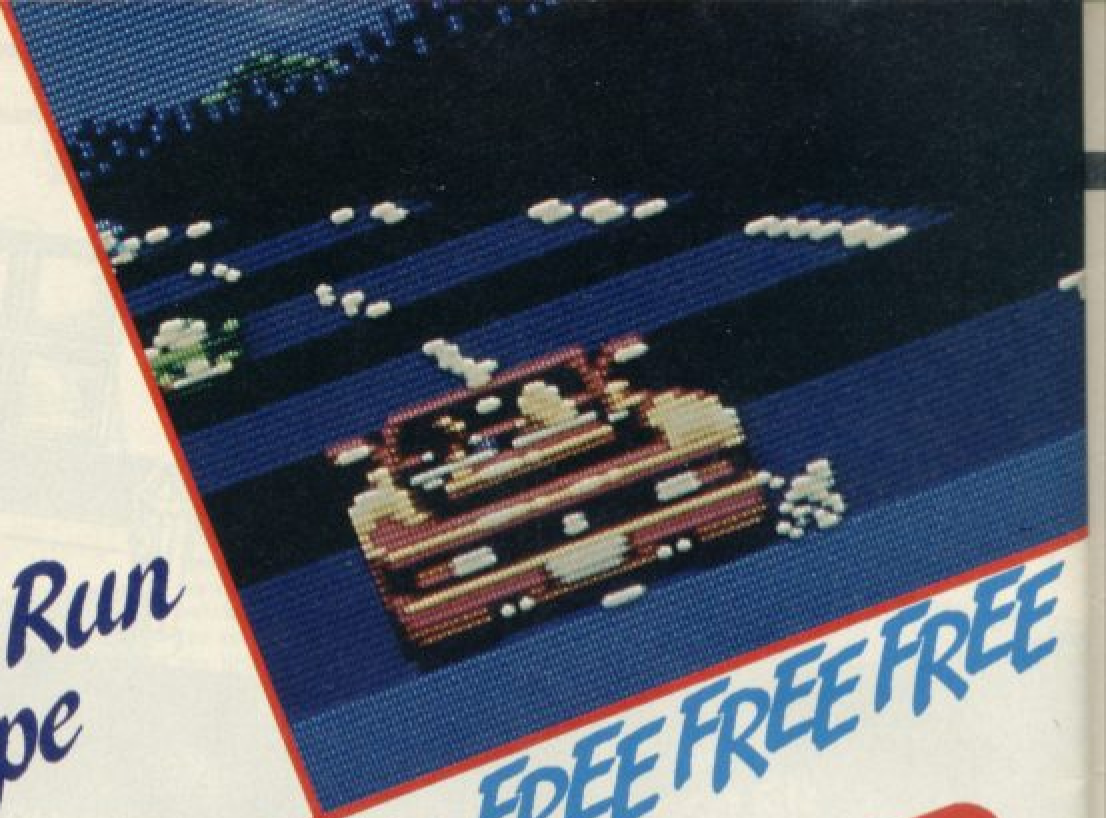
you can even get on it and push the individual snooker balls down the side pockets!

The plot is bizarre. Twelve gems have been hidden around a vast mansion but their location has been lost. You are a burglar, hired by the lady of the house to find them. For reasons hardly worth repeating here the whole house is populated with mutant canaries and rats and features some of the more devious puzzles ever. We're optimistic . . .

Streetdate: December.
Price: £8.95



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It's OUT RUN month in Computer and Video Games. The game that's a sure fire Christmas number one gets the special C+VG treatment.

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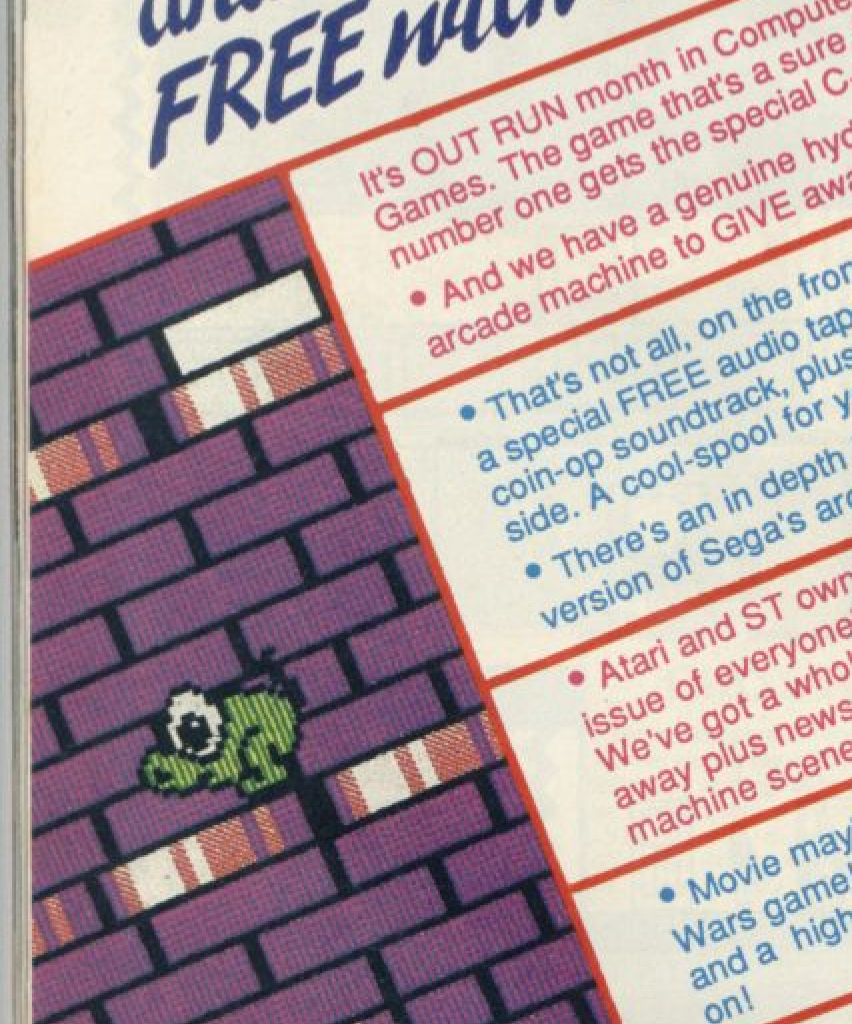
• There's an in depth look at the computer version of Sega's arcade classic!

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PREVIEW

PREVIEWS COMPILED BY JIM 'N' TAMMY



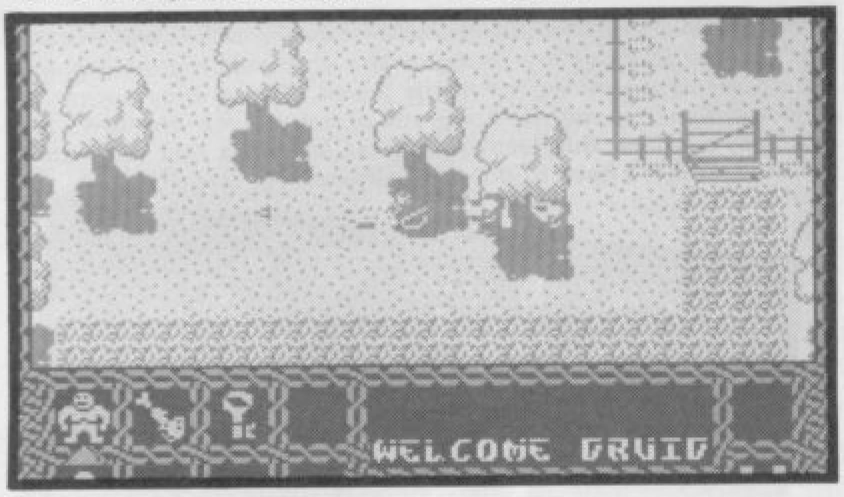
ENLIGHTENMENT IT WASN'T

Ahem. Due to – how shall we put it? – a crossed wire at Firebird HQ, the screenshot which we, and everyone else, printed last month, which we told you was Enlightenment wasn't.

In actual fact, the extremely smart blue skeleton was from another Firebird game, Gothik which is a game enabling you to play the part of a big chunky boy or a big chunky girl Viking. The idea behind the game is to put your friendly wizard back together again, no easy task when bits of him are scattered around four dark towers.

Still, as a very tough Viking, you're entitled to carry three weapons, and cast an enormous amount of spells in order to defeat the ghastly gremlins that haunt the towers, so that's all right, isn't it? Lots of spells to cast, fireballs to chuck and a wizard (arf-arg-geddit?) 32 magical potions to pick up around the place. Sounds an absolutely marvellous game, doesn't it? And, in true Firebird/SU style, this being a preview of Gothik we're going to show you a screen-shot of Enlightenment. Don't say we never give you anything. (It looks pretty hopeless, doesn't it? – Ed)

Streetdate: January/February.
Price: £7.95

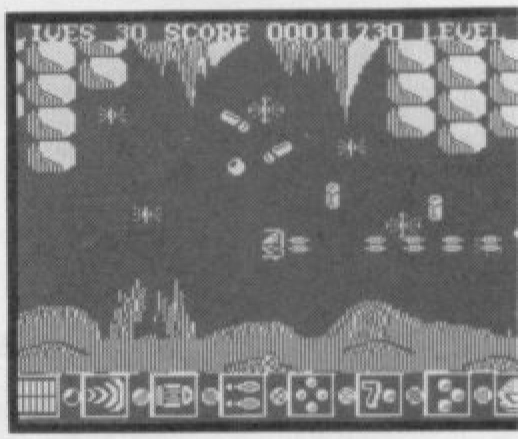


OUT WORLD

When hoardes of screaming aliens threaten to invade the earth or just muck up the solar system a bit, it always surprises me that we on Earth only ever send up one person to deal with them. And not only do we send just the one trainee star fighter who's only just had his appendix taken out, but we always seem to send him in a seven ton weakling of a ship that is just bound to get asteroids kicked in its face.

So I think it's dreadfully sporting that there are some aliens that don't mind being blown up, and not only that, but they'll quite happily part with some sort of gizzmo of weapons to such an extent that the little craft begins to look like the Arnold Schwarzenegger of the spaceship world, all decked out in tasteful shades of gunmetal.

Such is the scam behind the spiff new mangle-'em-up Out of this World Ariolasoft's Reaktor label. It's a fly-around-and-pick-up-coins-to-select-the/appropriate-weapon-for-the bonus-round-type of game and we all like those, don't we readers.



Personally I'm looking forward with mucho anticipation to the game, and I'll be going out of my head, I do beg your pardon, Out of this World, very very shortly indeed.

Streetdate: December.
Price: £8.95

TYNE TO SKI

Tynesoft. Now there's a company that hits the headlines virtually every month. OK, so I can't actually remember the last game Tynesoft released, but that's no reason to expect anything but the highest standard from its forthcoming Winter Olympiad 88. After all, it is endorsed by David Vine.

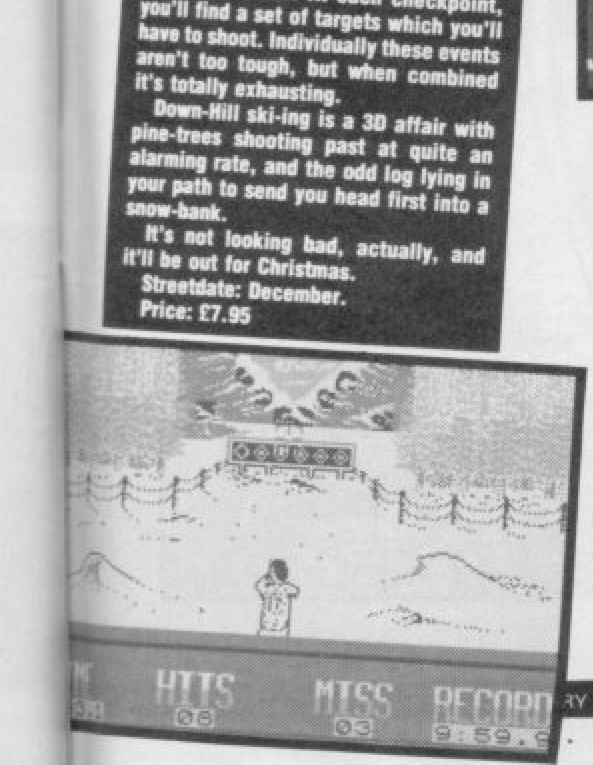
Well, OK, so David Vine doesn't actually talk about the game in his introduction to the instructions. He simply blathers on about how great the Olympics are.

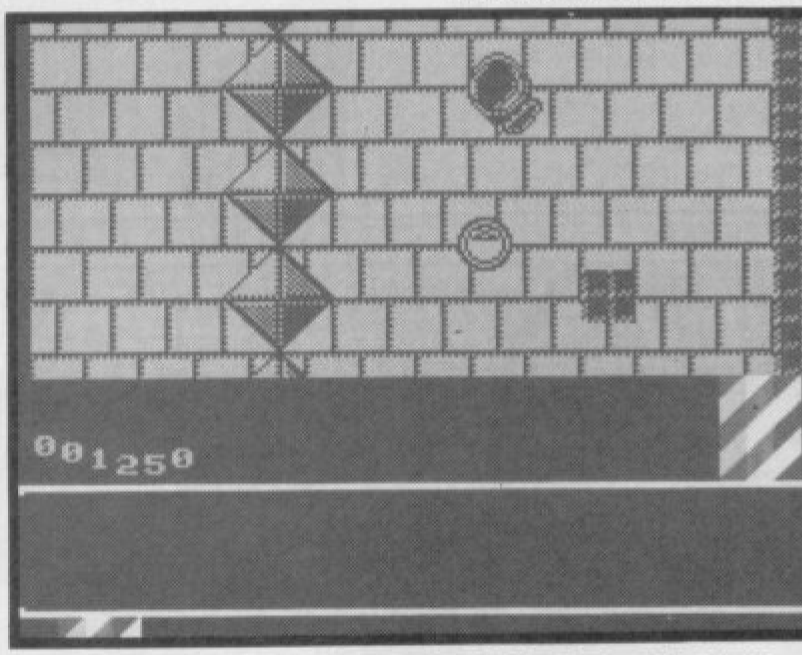
But Winter O looks really nice. There are five events: Bobsled, Biathlon, Down-Hill, Ski-Jump and Giant Slalom. The Biathlon is a complete nightmare. You have to ski for hours and hours in the freezing cold, from one point to another. At each checkpoint, you'll find a set of targets which you'll have to shoot. Individually these events aren't too tough, but when combined it's totally exhausting.

Down-Hill ski-ing is a 3D affair with pine-trees shooting past at quite an alarming rate, and the odd log lying in your path to send you head first into a snow-bank.

It's not looking bad, actually, and it'll be out for Christmas.

Streetdate: December.
Price: £7.95





MADBALLS BOUNCE OVER

Oh. What's this? It's from Ocean and it's called Madballs.

Cripes. Here are the rules. Your character is called Dustbrain and he's basically a completely unscrupulous sort of ball. He's decided that he really ought to rule over his planet Ord, and the only way for him to do it is to 'persuade' all the other balls that they want to work for him. And he doesn't care how he does it! What a little despot!

Well by now you've realised that Madballs has as much to do with politics as a steak sandwich has to do with vegetarianism.

The idea is to be completely horrible, to eat fishheads, drink cola and stomp on fried eggs. There's a lot of pushing other balls around the place, a lot of argy-bargying, and general bad manners. Leap into dustbins, bribe others with bones and blood and push 'em over the edge – literally!

Only by throwing Slobulus, Horn Head, Skull Face and the rest over the cliff can you get then on your side! (Don't think I'd be inclined to join a revolutionary party after falling off a mountain, but there you are).

It all sounds . . . completely horrendous. It looks . . . most peculiar. And it'll be out . . . fairly soon.

Streetdate: December/January.
Price: £7.95

BUDGIE +3!

Well, well, well! Mastertronic is scoring major 'cred' points at the moment. Not only pushing out some pretty smart games, but supporting +3 disc software too!

On the Preview front this month we have two rather nifty compilations from the kids at Mastertronic, under the collective titles of Plus Three Hits. Each pack contains three games, for just £9.99. (Seriously non-pricey!)

Compilation Number One contains three arcade games that have won a lot of praise from us in the past. Bosconian is a rather superb shoot everything in sight, one of the most surprising licences this year, firstly because we'd never heard of the coin-op, and secondly because it was so good. Motos, one of the first budget games to receive a revered Classic from this great magazine involves dissuading hordes of space bees from invading the space platforms. Great fun argy-bargying the insects. And finally there's Angleball, pool with twice as many sides to the table, and a few more score pockets. Simple, ingenious, and rather well liked by our reviewer.

Compilation Number Two is all sporty. Bump, Set, Spike offers you volleyball to the accompaniment of an amazing soundtrack that would shame your ghetto blaster. Strike gives you the opportunity to play ten-pin bowling, and Speedking 2 is a motorbike racing simulation that would defeat even Barry Sheene. Whoever he is. Fab!

Streetdate: December.
Price: £9.99

Gremlin predictions for 1988

1) Everyone will eat Tracker bars.
2) The Glitter Band will have a number one hit.
3) The Mudd will make a comeback.
4) It will be a leap year.
5) There will be a made for TV special about the life of Liberace, starring Mickey Rourke.(*)
6) Scientists will discover a new sub-atomic particle which will be called a bimbo.(*)
7) Nobody will buy a single item of educational software for the Spectrum.
8) It will be quite hot, but a bit colder in winter.
9) The hottest thing for kids will be Tasers – have fun zapping each other with 30,000 volts.
10) Nobody will pick up the Cindy and Ken licence.

(*) Some of these predictions are actually not all that likely.



OK. So the Darlings are probably the youngest multi-trillionaire computer company wizzes in the world. OK. So they appear on zillions of chat shows, do hundreds of newspaper interviews and are jolly famous. But take heart – at least the rest of us poor unknowns don't have to pose for pictures like this. Ha!

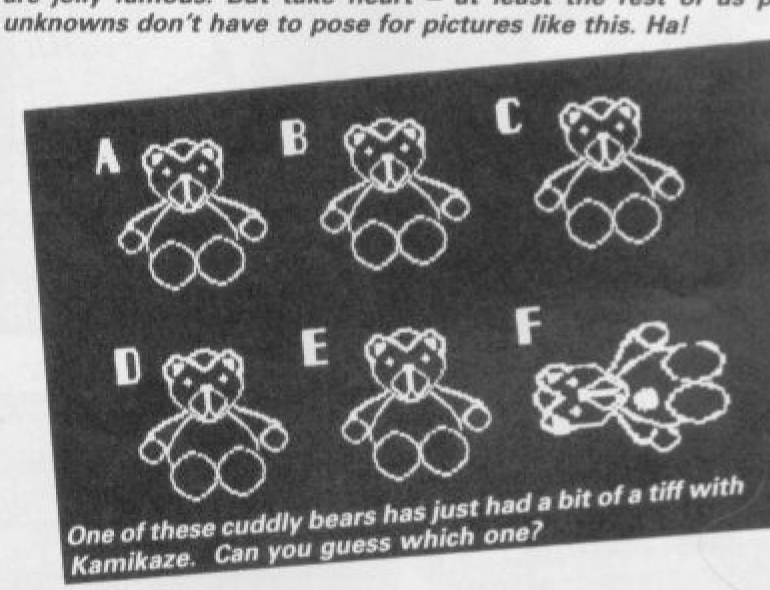
SPECIAL GREMLIN THANK YOUS

Thanksg to ot Mr Typo fur his great wrk throughot teh year.

SPECIAL■JUST■BEFORE■THE■YEAR■ENDS■ GREMLIN■THANK■YOU!■

Gremlin■would■like■to■say■just■before■the■year■ ends■how■much■the■work■of■one■largely■unsung■ element■of■the■ SU ■team■is■appreciated■ So■thanks■then■to■all■the■little■square■blobs

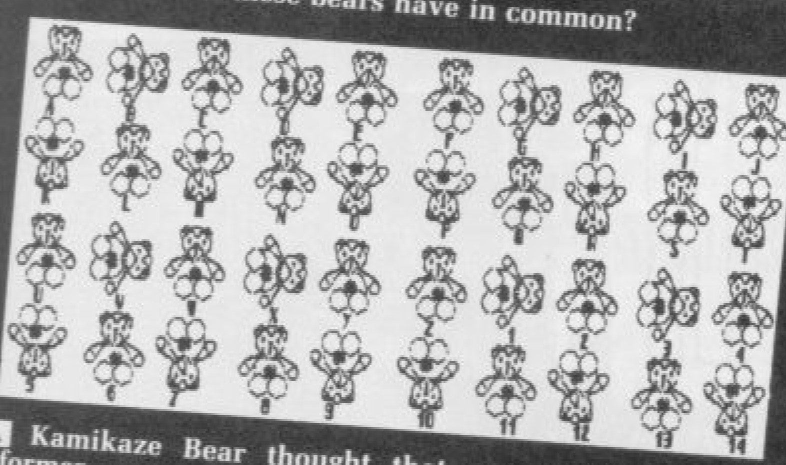
without which all the words would fall off(ow!)



One of these cuddly bears has just had a bit of a tiff with Kamikaze. Can you guess which one?



Q What do all these bears have in common?



A Kamikaze Bear thought that one of them was an informer.

Gremlin

Gremlin very cosmic mysterious thought section

Gremlin had a mysterious thought the other day. Ponder this: chances are that every single one of the hot games you are currently saving your pennies for, and nagging parents etc to buy is destined to become, within a few months, one-sixth of a compilation. In some cases it may go on to be one-tenth of a compilation and then a twelfth of a bumper double cassette pack or . . .

LAST MONTHS COMPO

Not bad. There were some goodish entries for last month's Gremlin caption competition, unfortunately many of them were obscene. Something about those two men dressed up in silly unforms



seems to have triggered marginally funnier but odder responses than usual. One which didn't win even though it made Gremlin laugh the most was "I wish I could go! I feel like a ponse," unfortunately a) this is very unsound and not right-on b) it isn't actually witty as such, more aggressively truthful – so sneaky congrats but no cash to Stefan Ratcliffe of Battersea.

Another major theme adopted by a number of entries was constipation. Of a wide variety of tasteless entries on this theme the least offensive and most funny was from T Hartley of Kingston, Yeovil, who said "Announcing the latest medical breakthrough – the laxative gun! (Also useful for riot control)" He gets the £20 in crisp um . . . cheque. At some point.

CAPTION COMPO No 14

This month's caption compo presents ardent captioners with an image so loaded with caption possibilities that the winner is going to have to be very good indeed. Gremlin should warn the less restrained amongst our readership that one possible source of jokes in the picture (I think you know what it is) will not be countenanced and if you send us any jokes based on it, even if the entire SU team is helpless on the floor with laughter, they will not be printed. Any other jokes not based on that thing which



we all know about, stand the usual chance of winning £20 and instant glory on these pages. Send your entry to Gremlin Caption Competition No 14, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is 6th January 1988 (gasp!).

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ADVENTURERS Have you completed that adventure game? Why not send game, list of wanted games and £1 (to cover costs) for a swop. Spectrum adventure games only please. P Avis, 49 Hewitt Road, Hamworthy, Poole, Dorset BH15 4QB.

WIN £1,000,000? Possible with my (Spectrum) pools predictor program. Predicts draws/homes/aways. Easy to use – at a fraction of the cost of others – only £3.95 (48K/128K). Send cheque/PO to D. M. Evans, Pentregwyn, Tyn-y-Cefn, Corwen, Clwyd LL2 10ER.

FOR SALE! 007 cracking interface and various joystick interfaces. Lots of used software. Want software contacts on Spectrum. Contact: Jan-Ivar Hansen-Bergli, PB 131, N-3482 Tofte, Norway, today.

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+3 OWNER WITH MULTIFACE 3 looks for penpal with +3 and Multiface 3 to swap original games. Send your list for mine. Answer guaranteed. T. Fogden, 30 Shrubhill Road, Chaulden, Hemel Hempstead HP1 2BG.

2 48K SPECTRUMS 2 Interface ones (1 faulty), 2 Microdrives, Interface 2. Downsway Interface. VTX Modem. 36 M/drive cartridges. Hitachi B/W monitor, transform programable adapter. £100s original games. Mountain of mags. The lot £300. Tel 01-278 2225.

MICRODRIVE USERS! See OUTLET magazine. Graphics, text, programs, utilities. All randomly accessible supporting full-size printers +ZX-types. £1 + cartridge or £3 and cartridge supplied. Chezron Software, 605 Loughborough Road, Birstall, Leicester LE4 4NJ.

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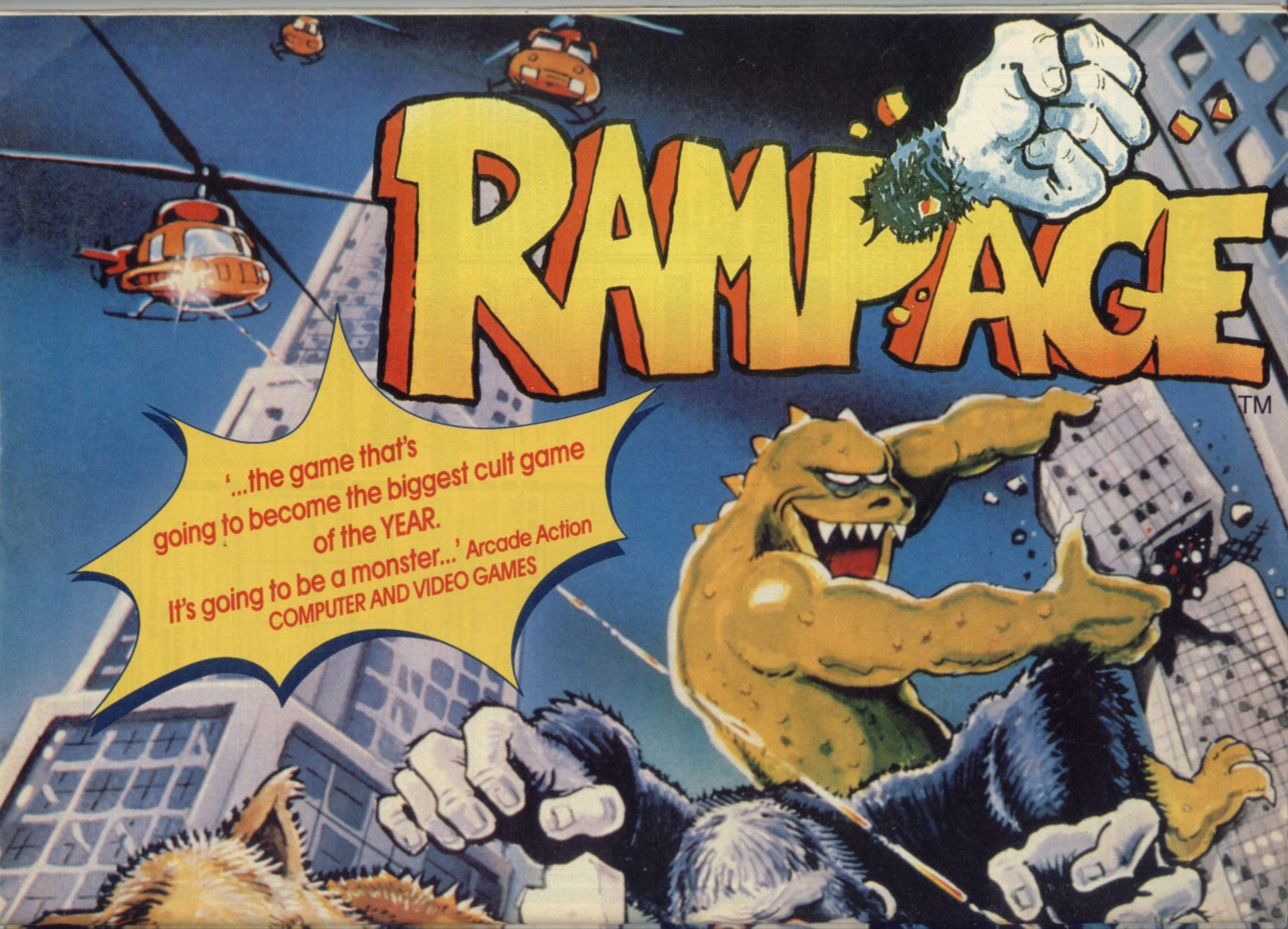
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